

# LES VOILES DE GUERRE

GRANDE BATAILLE

9 AU 16 AOÛT 1026



DUCHÉ DE BICOLLINE



# La Grande Bataille 1026

## LES VOILES DE GUERRE

*In the eyes of Édouard d'Orléans burns something few men know. A man like him does not take no for an answer; he changes his strategy. Those who have known him recognize in his demeanor the surprise of one who has just lost a pawn he believed was firmly in his grasp.*

*His latest commitments, rendered null and void at a well-set table hosting a hesitant delegation, have tarnished his name in the Pays de Kafé. For the first time in a long while, he decides to turn his gaze toward other horizons. The sea calls to him, and the offshore wind carries his dream of conquest.*

*After surveying the chessboard of the known world, studying every island, every current, and every corner forgotten by cartographers, his finger settled on the Îles de Roxéliane archipelago. In his view, these wild shores overflow with riches and promise. The Mer du Nord and the Mer des Mirages meet there in a wind-swept strait worth a fortune in itself. Édouard intends to plant his banner there. He has decided that these waters will henceforth bear his mark, engraved on every map in the world, for as long as men can read. Around him will rise an empire worthy of the greatest conquerors.*

*To help him, he has summoned the Bocks de Fer and the Lys Royal. The meetings were tense, the disagreements fierce, the negotiations intense until dawn. But the contracts are signed, and the oaths stand. Control of the seas, the riches of these islands, and the glory to come will be shared among those who believe in this moment that will exist only once. Roxéliane is vast, the opportunity is great, and the spots are limited.*

*The first outposts of the archipelago will bear the mark of Ramiel de Portelance and Asarnil Dr'Kol allies, under the aegis of Édouard. But there is more.*

*Whoever assembles the largest fleet and enables Édouard to carry out his conquest will be named Lord of a new maritime province, thereby rising to the same rank as the Légartos, the Charis of Édenbourg, or the Mayols, who have excelled for generations in defending their waters.*

*Now, who will be the first to arm their fleet? Which new madman will join the conquest and inscribe their name upon these shores? Who will prove worthy of the new title of Sea Lord?*

*The wind has risen. Let the sails of war be hoisted.*



# La Grande Bataille 1026

## Tuesday's Grande Bataille

### *Coastal Reconnaissance*

*After long weeks at sea, the fleets of the Lys Royal and the Bocks de Fer are finally approaching the coveted shores of Roxéliane. The cliffs and beaches that line the coast still hide many secrets. No one can afford to launch an assault without knowing the forces that lie there.*

*Scout parties are sent along the coastline to observe the defenses, locate access points, and identify strategic positions. Every promontory, every cove, and every path could become a decisive advantage when battle breaks out.*

*But the enemy is on the lookout as well. Opposing armies will seek to control these vantage points and scramble any intelligence that might be gathered.*

*For in the wars to come, whoever knows the coast already holds part of the victory.*

**This scenario is worth 25% of the points in the Grande Bataille.**

### **Schedule and Deployment**

Deployment begins at 1:00 PM at the Autoroute entrance.

Engagements from 2:00 PM to 3:45 PM in the Vallon and the Marais.

Deployment choices are determined as follows:

- During the July 18 Campaign, a Choc des Amiraux will take place;
- The winner of this duel will receive the equivalent of 20 tirailleurs to participate in an auction to be held that same evening at the Ducasse;
- The winner of the auction may choose their deployment for the Tuesday or Thursday scenario;
- The loser may choose their deployment for the remaining scenario.



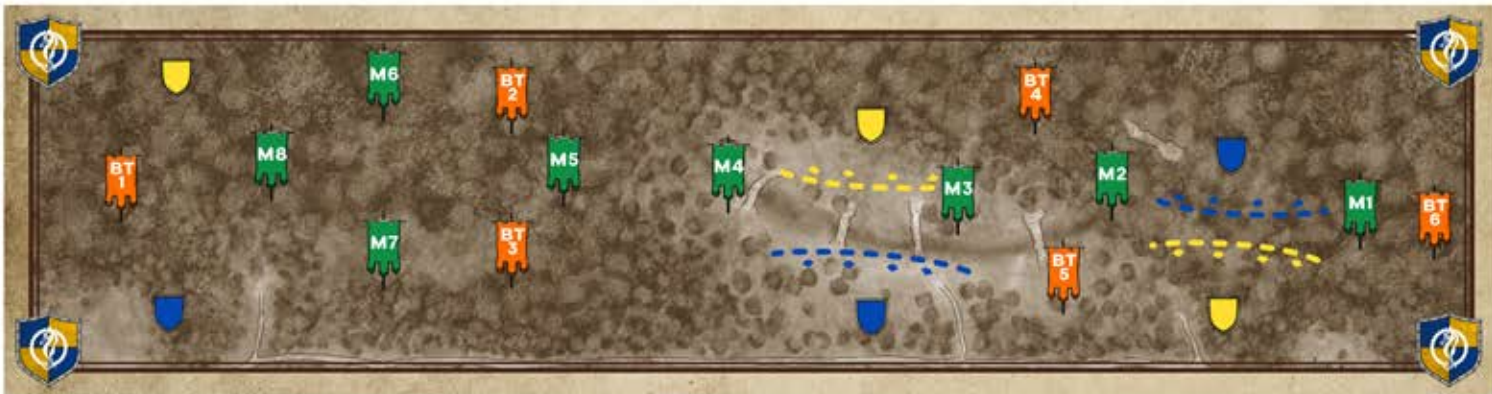
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The blue front will be deployed in the deployment zones, behind the blue dotted lines.  
The yellow front will be deployed in the deployment zones, behind the yellow dotted lines.  
There is no limit on the number of participants per deployment zone.

## Map

### Legend

- Yellow dotted lines: Yellow Front deployment zone
- Blue dotted lines: Blue Front deployment zone
- Yellow shields: Yellow Front healing wells
- Blue shields: Blue Front healing wells
- Green banners (M1, M2, M3, M4, M5, M6, M7, M8): control masts
- Orange banners (BT1, BT2, BT3, BT4, BT5, BT6): time boxes



### Objectives and Mechanics

- We play the scenario once (1).
- Duration: 1 hour and 45 minutes.
- The Autoroute is not in play.

### Main objective: Activating checkpoints (60%)

Control the eight (8) position masts.

- The values and timing of the mast readings are variable and determined in advance.
- Guilds can obtain information through various activities within the Duché.
- A total of 500 points will be distributed across 40 mast readings according to a secret schedule.
- Envelopes containing missions will be handed to the General Staff, offering the possibility of applying multipliers to the various mast readings.



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## Secondary Objective: Time Boxes (40%)

- Accumulate time across the six (6) time boxes.

## Healing allowed

- "Touch and you're alive" healing wells:
- Each front has its own healing well.
- Each well is surrounded by a non-aggression aura with a radius of ten (10) meters: it is forbidden to fight within this radius or to wait there for combatants from the opposing front ("camping the dead").
- Healing hourglasses.

## Monsters and War Machines

- Monsters listed in the Bestiary are permitted.
- War machines listed in the Registry are permitted.



## Victory Conditions

- To win the scenario, a front must score the most victory points.
- The final score will be calculated as a percentage based on the value of the objectives.
- In the event of a tie, the front with the fewest combatants will be awarded an additional victory point.

## Winnings from Tuesday's Grande Bataille

Prizes from the Grandes Batailles can be claimed during the Ducasse on September 19 using specific purchase lists for each battle (Tuesday, Thursday, and Saturday). Victory points will be converted into purchasing power that the fronts can spend as they wish on whatever is made available to them. Both fronts will be entitled to a purchase list related to the game sphere they defended, comprising a mix of existing in-game resources and unique items.



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## Thursday Grande Bataille

### *Storm on the Docks*

*Coastal reconnaissance has uncovered pirate hideouts. The docks, once bustling with the trade of piracy, are now the scene of a fierce struggle.*

*Clandestine warehouses are piled high with provisions, goods, and resources of all kinds. For the armies present, these riches represent much more than mere loot. They could decide the outcome of future battles.*

*The combatants therefore rush to the docks, storm the warehouses, and attempt to seize the cargoes before the enemy claims them.*

*Amid the warriors' cries and the clash of steel, a veritable storm descends upon Roxéliane.*

**This scenario is worth 35% of the points in the Grande Bataille.**

### **Schedule and Deployment**

Deployment at 1:00 PM on the Plaine.

Battles from 2:00 PM to 4:00 PM on the Plaine, the Forêt, the Fort, the Marais the Vallon, and the Hameau.

Deployment choices are determined as follows:

- During the July 18 Campaign, a Choc des Amiraux will take place;
- The winner of this duel will receive the equivalent of 20 tirailleurs to participate in an auction to be held that same evening at the Ducasse;
- The winner of the auction may choose their deployment for the Tuesday or Thursday scenario;
- The loser may choose their deployment for the remaining scenario.

Defensive Front: in the Forêt to the right of the Plaine, behind the blue dotted line.

Attacking front: in the Fort, behind the yellow dotted line.

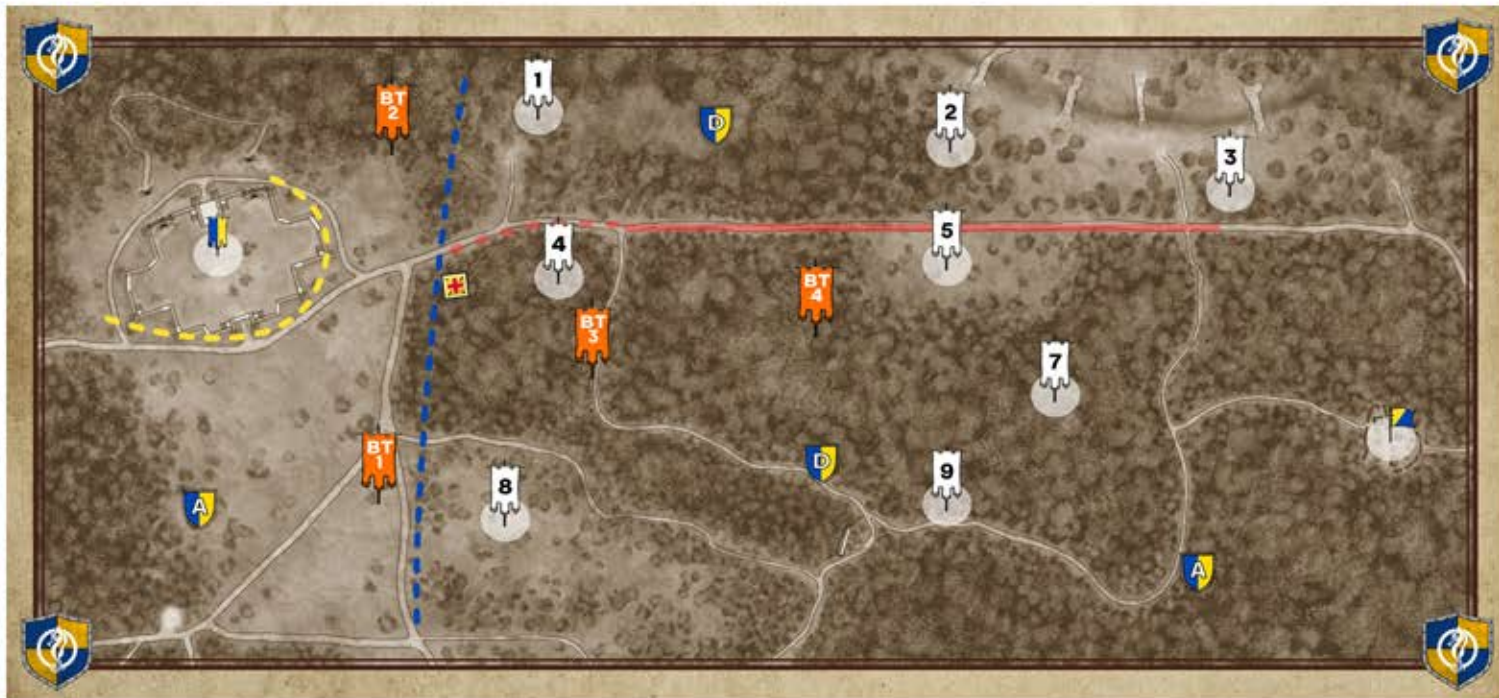


# La Grande Bataille 1026

## Map

### Legend

- Yellow dotted line: deployment zone for the attacking front
- Blue dotted line: deployment zone for the defending front
- Yellow and blue shields with an A: healing wells for the attacking front
- Yellow and blue shields with a D: healing wells of the defensive front
- White banners 1 to 9: defensive front supply depots
- Yellow and blue banner in the Fort: supply zone for the attacking front
- Yellow/blue flag: Hameau
- Orange banners (BT1, BT2, BT3, BT4): time boxes
- Red line: area protected by the specters
- Dotted red line: passage area protected by the specters only in the event of combat



## Objectives and Mechanics

- We play the scenario once (1).
- Duration: 2 hours.

### Main Objective: Looting Warehouses (70%)

- Game items of varying values will be deployed at the start. Subsequently, every thirty (30) minutes, additional items will become available and be added to the warehouses in the field.



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## Values of game items:

- Hosts (NPCs) = secret values
- Cart = 100 points
- Barrel = 25 points
- Jute bags = 15 points
- Ingots = depending on the flag



## ATTACK FRONT:

- Loot the warehouses and bring the game items back to the drop-off zone inside the Fort. Points will be awarded and secured during the 30-minute check-ins.
- To earn extra points, you must complete the missions that will be assigned to the General Staff during the scenario.

## DEFENSIVE FRONT:

- Protect the warehouses. Return the stolen game objects to the warehouses. Points will be awarded and secured during the 30-minute check-ins for all remaining objects in the warehouses.
- It is forbidden to touch game items located within the designated area surrounding each warehouse. However, as soon as a game item is taken out of the area, you may retrieve it.
- You are allowed to retrieve game items located in the attackers' drop zone.

*There are no restrictions on the number of game items you can carry.*

## Secondary Objectives: Time Boxes (30%)

- Accumulate time on the four (4) time boxes.

## Special Mechanics

Specters patrol the main path. These entities are invincible. **Any participant who comes into contact with a specter is immediately considered DEAD, without exception.**

The dotted area will be a zone where players can move. The specters will only attack if there is combat.



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## Healing allowed

- "Touch and you're alive" healing wells:
- Each front has its own healing well.
- Each well is surrounded by a non-aggression aura with a radius of ten (10) meters: it is forbidden to fight within this radius or to wait there for combatants from the opposing front ("camping the dead").
- Healing hourglasses.

## Monsters and War Machines

- Monsters listed in the Bestiary are permitted.
- War machines listed in the Registry are permitted.



## Victory Conditions

- To win the scenario, a front must score the most victory points.
- The value of the various game elements is determined in advance.
- In the event of a significant imbalance in the score, mechanics have been established in collaboration with the command staff.
- Scoring is based on percentages.
- In the event of a tie, the front with the fewest combatants will be awarded an additional victory point.



## Winners of Thursday's Grande Bataille

Prizes from the Grandes Batailles can be claimed during the Ducasse on September 19 using specific purchase lists for each battle (Tuesday, Thursday, and Saturday). Victory points will be converted into purchasing power that the fronts can spend as they see fit on whatever is made available to them. Both fronts will be entitled to a purchase list corresponding to the game sphere they defended, comprising a mix of existing in-game resources and unique items.



# La Grande Bataille 1026

## Saturday Grande Bataille

### *Raise Your Flags*

*The moment of truth has arrived.*

*The warring fleets have reached the shores, and armies are preparing to launch an attack to seize control of a fortress that dominates the coast. The beaches must first be stormed to establish a beachhead and allow the war machines to enter the fray.*

*As cannons roar and siege engines pound the defenses, the fort's towers must be brought down to open the path to the heart of the fortress.*

*When the ramparts fall, only one thing will matter: reaching the summit and raising your banner there.*

*For when the smoke clears and the fighting ends, only one banner will fly over the fort. That of the Lys Royal or that of the Bocks de Fer.*

**This scenario is worth 40% of the points in the Grande Bataille.**

### Schedule and Deployment

- Deployment at 12:30 PM on the Plaine.
- First engagement from 1:30 PM to 2:30 PM on the Plaine and at the Fort.
- Second battle from 3:00 PM to 4:00 PM on the Plaine and at the Fort.
- Deployment choices will be made during the Choc des Amiraux on Monday, August 10.
- Defensive front: on the Plaine, behind the blue dotted line.
- Attacking front: on the Plaine, behind the yellow dotted line.

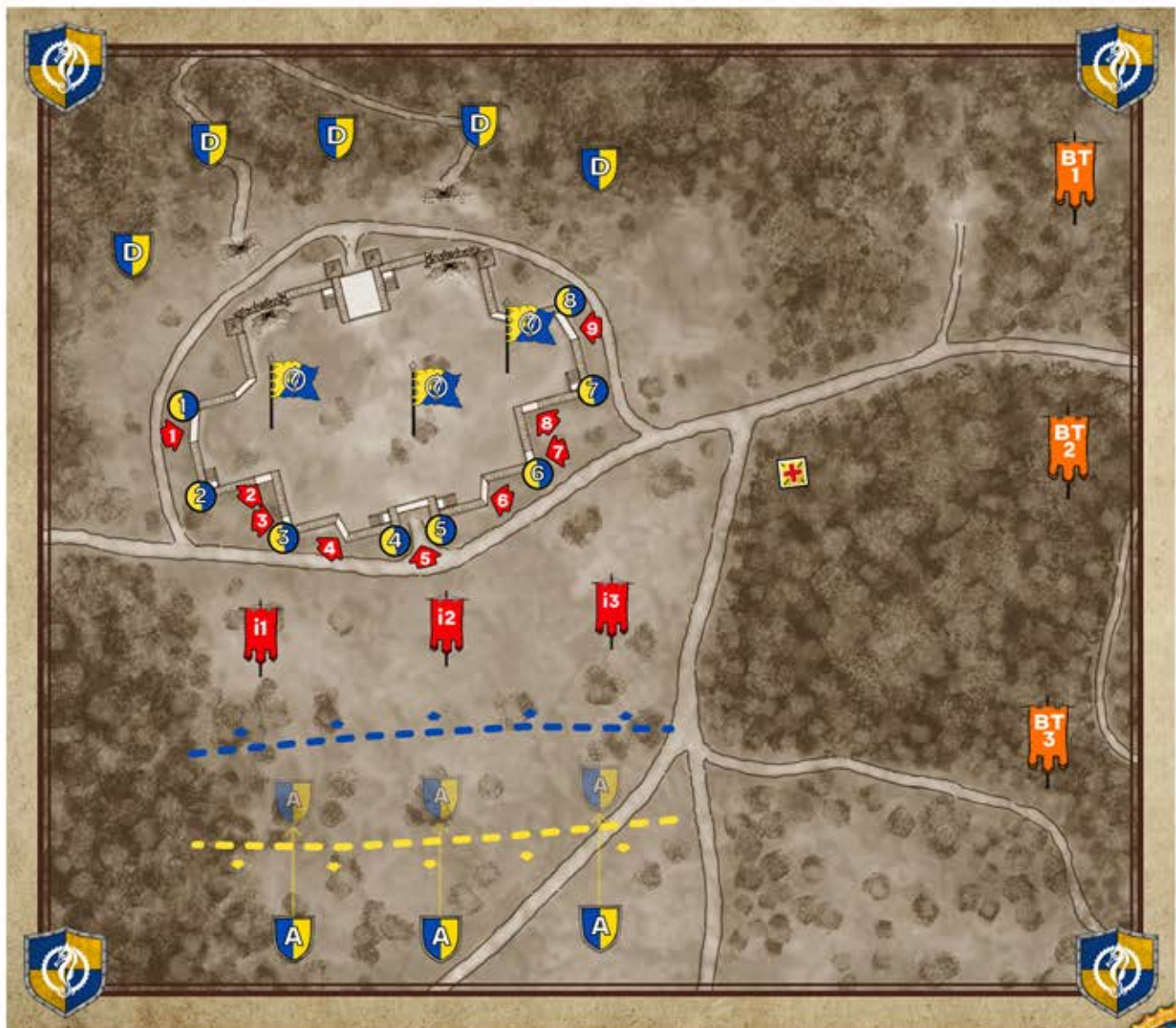


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## Map

### Legend

- Yellow dotted line: Yellow front deployment zone
- Blue dotted line: Blue front deployment zone
- Yellow and blue shields with an A: healing wells for the **attacking** front
- Yellow and blue shields with a D: healing wells for the **defending** front
- Red banners (i1, i2, i3): control points on the Plaine
- Yellow and blue flags: flagpoles
- Towers: Fort tower with blue and yellow target
- Red arrows: Fort breaches to open
- Orange banners (BT1, BT2, BT3): time boxes



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## Objective and Mechanics

- We play the scenario twice (2). The sides are reversed for the second match.
- Duration: 1 hour per engagement.

SPECTATORS will be present on the Fort's walkways to defend it. **It is strictly forbidden to attack them.** However, they may hurl insults at the attackers.

At the start of the scenario, all identified breaches in the Fort are **CLOSED**. It is forbidden to use them or to fight through them. A red ribbon will serve as an indicator of the breach's status. When a breach is opened, the ribbon will be removed by a marshal.

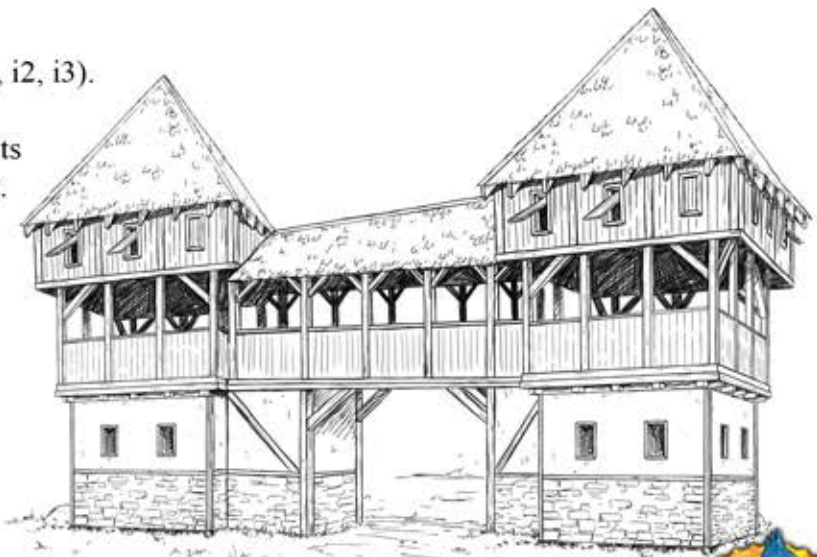
## Main Objective: Raise the flags (50%)

### FRONT UNDER ATTACK:

- **Take control of the Plaine:**
- Capture the three (3) control points (i1, i2, i3). To do this, you must bring your banners and place them in the bases. Once in the base, they cannot be removed.
- When the Plaine is captured, the healing wells will slowly advance toward new bases.
- **Raise your flag at the top of the three (3) flagpoles in the Fort.**
- As soon as a flag is raised, the timer starts. The goal is to accumulate the most time on all the masts.

### DEFENSIVE FRONT:

- Protect the checkpoints on the Plaine (i1, i2, i3).
- Protect the Fort.
- Prevent the attacking front from raising its flag on the three (3) flagpoles in the Fort.



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## Secondary objective: Destroy the Towers and create breaches (30%)

### ATTACKING FRONT:

- Accumulate the most points by destroying the Fort's towers and creating breaches.
- To do so, war machines must hit the blue and yellow targets on the towers five (5) times to destroy them. When a tower is destroyed, a red flag is raised to indicate its destruction. All breaches located between the two destroyed towers will open automatically.
- For each tower destroyed and each breach opened, you will be awarded victory points.
- Destroyed tower = 8 points
- Breach = 4 points

### DEFENSIVE FRONT:

- Protect the Fort's Towers.

## Tertiary objective: Time boxes (20%)

- Accumulate time on the three (3) time boxes.

## Healing allowed

- "Touch and you're alive" healing wells:
- Each front has its own healing well.
- Each well is surrounded by a non-aggression aura with a radius of ten (10) meters: it is forbidden to fight within this radius or to wait there for combatants from the opposing front ("camping the dead").
- Healing hourglasses.

## Monsters and War Machines

- Monsters listed in the Bestiary are permitted.
- War machines listed in the Registry are permitted.
- **The defensive side may deploy its war machines only when control of the Plaine is lost.**



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## Victory Conditions

- To win the scenario, a front must score the most victory points.
- The value of the various game elements is determined in advance.
- Scoring is based on a percentage.
- In the event of a tie, the front that captures the Plaine the fastest will be awarded an additional victory point. If necessary, the front with the fewest combatants will receive the additional point.

## Winners of Saturday's Grande Bataille

Prizes from the Grandes Batailles can be claimed during the Ducasse on September 19 using purchase lists specific to each battle (Tuesday, Thursday, and Saturday). Victory points will be converted into purchasing power that the fronts can spend as they see fit on whatever is made available to them. Both fronts will be entitled to a purchase list corresponding to the game sphere they defended, comprising a mix of existing in-game resources and unique items.

