



COMBAT

Grande Bataille of Bicolline – Edition 1026

Version 3, July 2026



Duché de
BICOLLINE





The masculine form is used in this document as a neutral and inclusive gender. The use of the masculine form is intended solely to make the text more concise and easier to read.





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LES VOILES DE GUERRE

In the eyes of Édouard d'Orléans burns something that few men know. A man like him does not accept rebuffs, he changes strategy. Those who have known him recognize in his demeanor the surprise of one who has just lost a pawn he believed fully secured.

His most recent commitments, rendered void at the turn of a well-set table hosting a hesitant delegation, have tarnished his name in the Land of Kafe. For the first time in a long while, he resolves to turn his gaze toward other horizons. The sea calls to him, and the open 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, it is upon the archipelago of the Roxéliane Islands that his finger has come to rest. In his view, these wild shores overflow with riches and promise. The Northern Sea and the Sea of Mirages meet there in a wind-battered passage that is worth a fortune in itself. Édouard fully intends to plant his banner there. He has decided that these waters will henceforth bear his mark, engraved upon every map in the world, for as long as men know how to read. Around him shall rise an empire worthy of the greatest conquerors.

To aid him, he has summoned the Bock de Fer and the Lys Royal. The meetings have been tense, the disagreements fierce, the negotiations drawn tight until dawn. But the contracts are signed, and the oaths hold. Control of the seas, the riches of these islands, and the glory to come shall be shared among those who believe in this moment, a moment that will exist only once. Roxéliane is vast, the opportunity is great, and the places are few.

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

He who assembles the greatest fleet and enables Édouard to fulfill his conquest shall be named Lord of a new maritime province, and shall thus rise to the same rank as the Legarto, the Charis of Édenbourg, or the Mayols, those who have excelled for generations at holding their waters.

Now who will be first to arm their fleet? What new daring soul will join the conquest and write their name upon these shores? Who will prove worthy of the new title of Maritime Lord?

The wind has risen. Let the sails of war be raised.



TEAM

The organization of an event of this scale is made possible only through the involvement of a dedicated team for whom the success of the event is the top priority. The Combat Coordination teams of the 1026 edition of the Grande Bataille de Bicolline are each composed of a coordinator supported by an assistant, department leads, team leaders, and, of course, a devoted team of volunteers.

combatGB@bicolline.org



Éric D'Anjou
Combat Coordinator



Marie-Ève Lacasse
Combat Assistant



Roxanne Baril
Homologation
Manager



Vincent Michaud
Grandes Batailles
Manager



Simon Daoust
Escarmouches Team
Leader

STATE OF CONSCIOUSNESS

Please note that all combat activities must be carried out in full possession of one's faculties. **No state of intoxication or impairment of any kind will be tolerated.**

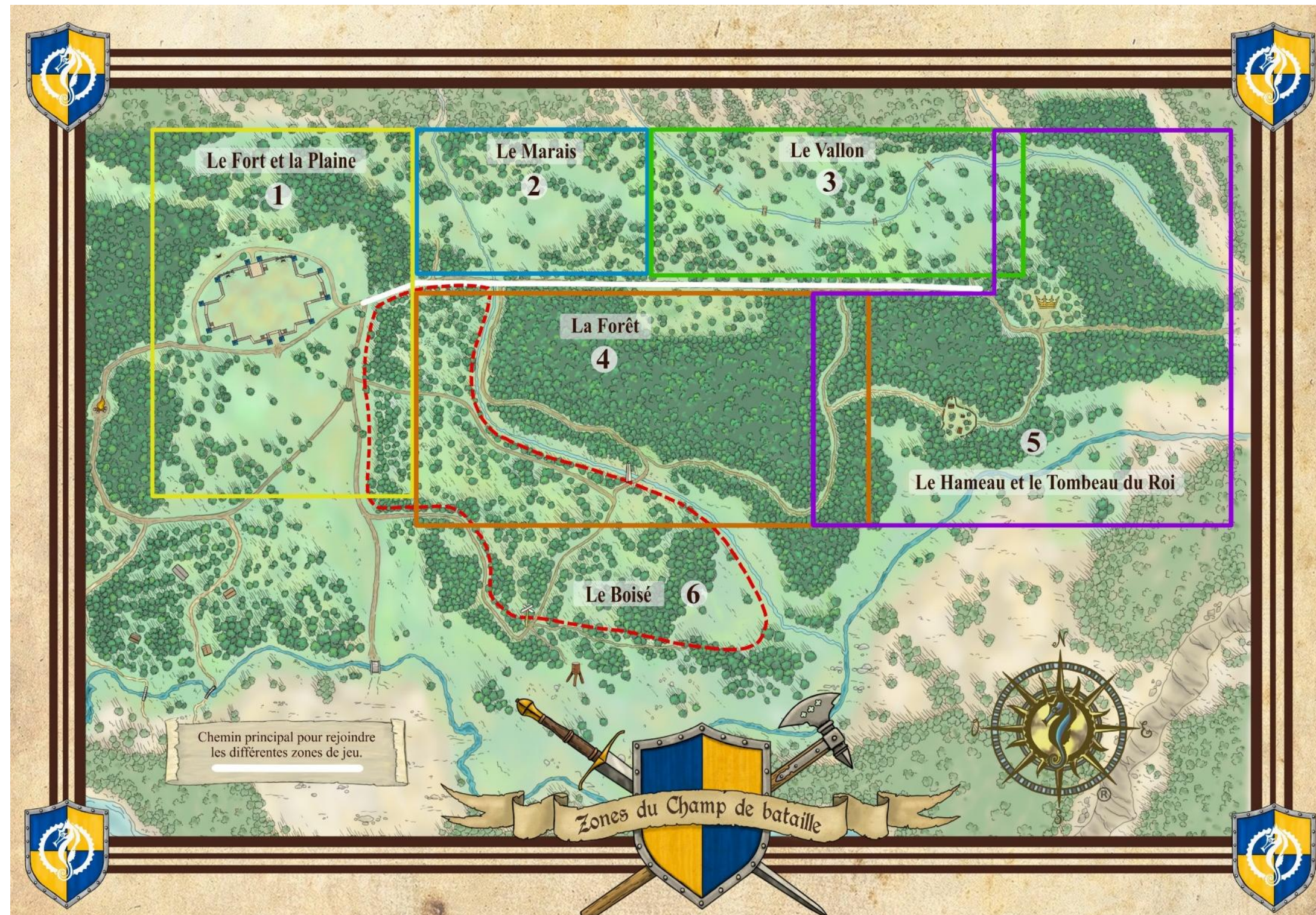
COMBAT RULES

The combat rules are available here: <https://bicolline.org/en/participants-guide/rules/>



MAP OF THE COMBAT ZONES

Figure 1: Map :Combat zones





SAFETY INSTRUCTIONS FOR THE FORT

Phase 2 of the Fort is now complete. Please observe the safety instructions on this page.

Combat is prohibited in the tunnels, the tunnel embankments, and the walkways of the Fort.

It is STRICTLY PROHIBITED to walk or climb on the tunnel embankments of the Fort.





HOMOLOGATION

HOMOLOGATION RULES AND STANDARDS

The homologation rules and standards are available here: <https://bicolline.org/en/participants-guide/rules/>

HOMOLOGATION COUNTER SCHEDULE

***** New this year ***** There will be two homologation counters during the Grande Bataille 2026. The homologation counters are located in the Upper Town (Haute-Ville), near the Place des Tournois, and in the Old Town (Vieille-Ville), near the old tavern (Vieille Taverne).

To register for mobile homologation, please fill out this form: [Demande homologation mobile - Grande Bataille 2026](#)

The homologation coordinator will contact the guild leaders who filled out the form to confirm their appointment.



UPPER TOWN (HAUTE-VILLE) COUNTER

Tableau 1: Schedule: Upper Town (Haute-Ville) counter

Day	Time Slot	Type of Homologation
Saturday, August 8	1pm to 5pm	Mobile homologation : by appointment
Sunday, August 9	1pm to 5pm	Counter homologation Mobile homologation : by appointment
Monday, August 10	9am to 10am 9am to 5pm	War machines and monsters: counter homologation Counter homologation Mobile homologation : by appointment
Tuesday, August 11	9am to 1pm	Counter homologation
Wednesday, August 12	9am to 1pm 10am to 11h30am	Counter homologation War machines and monsters: counter homologation
Thursday, August 13	9am to 1pm	Counter homologation
Friday, August 14	9am to 5pm	Counter homologation
Saturday, August 15	9am to 12pm	Counter homologation



OLD-TOWN (VIEILLE-VILLE) COUNTER

Tableau 2: schedule: Old-Town (Vieille-Ville) counter

Day	Time Slot	Type of Homologation
Saturday, August 8	1pm.to 5pm.	Mobile homologation : by appointment
Sunday, August 9	1pm. to 4 pm.	Counter homologation Mobile homologation : by appointment
Monday, August 10	9am to 4pm	Counter homologation Mobile homologation: by appointment
Tuesday, August 11	9am to 10am 9am to 1pm	War machines and monsters: counter homologation Counter homologation
Wednesday, August 12	9am to 1pm	Counter homologation
Thursday, August 13	9am to 1pm.	Counter homologation
Friday, August 14	9am to 4pm	Counter homologation
Saturday, August 15	9am to 12pm	Counter homologation

MONSTER'S HOMOLOGATION

Monster homologation takes place at the Homologation Counter according to the schedule indicated in Tables 1 and 2. All monsters of the Duchy must register in the *Bestiary* to participate in the Great Battle. Please fill out this form: [Bestiaire des monstres](#)

All monsters must be registered at the Homologation Counter by paying 1 seal in order to access the battlefield. You will then have access to all combat scenarios in which monsters are permitted.

Monsters participating in the Fosse aux monstres activity and approved by the public will have their seal refunded. They may retrieve it at the Banque de l'Hippocampe.



WAR MACHINE'S HOMOLOGATION

War machine homologation takes place at the Homologation Counter according to the schedule indicated in Tables 1 and 2. All war machines of the Duchy must register in the *War Machine Registry* to participate in the Great Battle. Please fill out this form: [Registre des machines de guerre](#)

All war machines must be registered at the Homologation Counter by paying 1 seal in order to access the battlefield. You will then have access to all combat scenarios in which war machines are permitted.

HEALING HOURGLASSES

Participants wishing to obtain a Healing Hourglass for the duration of the Great Battle of Bicolline must meet the following criteria:

- Be a High Priest of an official faith or their Cleric.
- Be a Priest of a faith.
- Be an authorized delegate entitled to claim the guild's hourglass, maintained at the cost of one (1) Power Point or five (5) magical energies of the same category.

To collect your hourglass, if applicable, you may go to the Hippocampus Bank, following the opening hours listed in the Great Battle of Bicolline Game document. (<https://bicolline.org/programmation-officielle/>). An identity document may be requested from you.

SKIRMISHES

Occurring ahead of the Grande Bataille, skirmishes are short-duration, small-scale military clashes where at least two limited groups of combatants face off. Often characterized by fast and sporadic engagements, skirmishes represent random encounters unrelated to the theme of the Grande Bataille of Bicolline, or conflicts between the forward elements of the armies involved in the Grande Bataille (scouts, patrols, etc.).

Registration for skirmishes is done by completing this form: [Préinscription aux Escarmouches - Grandes Batailles 2026](#)

The Skirmish Coordinator will contact the guild leader who submitted the form to confirm participation.

If a front or a guild fails to show up for its scheduled skirmish, it loses the ability to request one for a period of two years.



Tableau 3: skirmish schedule

Horaire	Scénario	Lieu	Maximum	Restrictions	Fronts
Monday, August 10 1:00 p.m. to 2:00 p.m.	Caravane marchande x2	Forêt du Gouffre	40 caravaneers vs 100 brigands	Caravaneers: No ranged weapons Brigands : * No armor and no weapon over 112 cm	Caravaneers: 1:00 p.m. Guild: Dragon de Sang & Silfrmans d'Ekengrad 1:30 p.m. Guild: Dragon of the south & Fils Bâtards Brigands: Open to the first 100 participants.
Monday, August 10 2:30 p.m. to 4:00 p.m.	Terre à l'horizon x2	Forêt du Gouffre	50 vs 50	* No weapon over 112 cm	2:30 p.m. Nibu & Loups de Niflheimr face Haute-Garde & Comitatus 3:15 p.m. Ragnarok & Lys d'Argent face Les fidèles & Kosaques d'Oulianov



Horaire	Scénario	Lieu	Maximum	Restrictions	Fronts
Wednesday, August 12 1:00 p.m. to 2:00 p.m.	Caravane marchande x2	Forêt du Gouffre	40 caravaneers vs 100 brigands	Caravaneers: No ranged weapons Brigands : * No armor and melee weapons 112 cm or less	Caravaneers: 1:00 p.m. Cirque Sans Nom & Mille-Visages 1:30 p.m. Minerval & Fer de Lance Brigands: Open to the first 100 participants.
Wednesday, August 12 2:30 p.m. to 4:00 p.m.	À l'abordage x2	Hameau	50 vs 50	* No weapon over 112 cm	2:30 p.m. Brabancourt & Savardins face Lys Noir & Scions of Leviathan 3:15 p.m. Trésorerie impériale & (to come) face Rangers & Hyde



Horaire	Scénario	Lieu	Maximum	Restrictions	Fronts
Friday, August 14 1:00 p.m. to 2:30 p.m.	Ramenez-les à bon port	Hameau, Forêt du Gouffre et Fort	50 caravaneers vs unlimited brigands	Caravaneers: No ranged weapons Brigands: No armor and melee weapons 112 cm or less Special rule: Brigands may use 2 war machines	Caravaneers: Élus de la flèche & Corbeaux d'Odin Brigands: Open to all (first 200 receive 5 Solars)
Friday, August 14 2:30 p.m. to 4:00 p.m.	La première vague	Fort	100 vs 100		2h30 p.m. Bélier Face Flibustiers (Show Scenario) 3h15 p.m. Ordre du St-Sépulcre & Ferrata Fidelis affrontent Sol Umbra & Covenant of the Black Rose



CARAVANES MARCHANDES

At the heart of the forest, shadows danced between the ancient trees lining the port. Thibault, a wealthy maritime merchant, knew that his precious cargo stirred many desires. The brigands prowled like starving wolves. They were feared for their cruelty and boundless audacity. They were ready to pounce on his fortune.

"Let them come," Thibault murmured defiantly, clenching his fists. He had hired a solid escort of seasoned mercenaries with a menacing presence. Each one knew that their survival depended on protecting this cargo. But Thibault did not merely want to survive. He wanted to prove he was a man of power.

- Monday and Wednesday starting at 1:00 p.m. in the Forest.
- 40 caravaneers vs 100 brigands
- In the Forêt du Gouffre.
- The scenario will be played twice (2).
- At 1:00 p.m., deployment at Point 1 (see Figure 2) for the caravaneers and in the forest for the brigands.
- At 1:30 p.m., deployment at Point 2 (see Figure 2) for the caravaneers and in the forest for the brigands.

*Figure 2: Skirmish - Map: Caravanes marchandes*

GOAL

The caravaneers must escort the cargo in a convoy and survive the brigands' attacks. If they succeed, they will be rewarded for the goods that reach their destination safely! The brigand front is open to everyone ("first come, first served"), up to a maximum of 100 combatants.

One simply needs to show up on site with their approved weapon.

SPECIAL RULES

Caravaneers: No ranged weapons

Brigands: No armor and no weapon over 112 cm



TERRE À L'HORIZON

For weeks, two explorers, Marven and Elia, had been sailing along a coastline that was still scarcely charted. They were searching for the best places to make landfall. Their official mission was to analyze currents, hidden bays, and areas where a ship could take refuge in case of a storm. Yet everyone knew their motivations were not entirely innocent. They also had to determine which coastal villages were isolated enough to be vulnerable to attacks from their crew.

As the journey went on, however, they began to feel a strange pull. The closer they came to those peaceful villages, the more they doubted the legitimacy of their mission. This voyage had first been driven by the lure of profit. But it now seemed to be leading them toward a crossroads where their choices would have far deeper consequences than expected.

- Monday starting at 1:00 p.m.
- 50 vs 50
- In the Forest (deployment on the highway (Autoroute)).
- The scenario will be played twice (2).
- 2:30 p.m.: Nibu & Loups de Niflheimr face la Haute-Garde & Comitatus
- 3:15 p.m.: Ragnarok & Lys d'Argent face Les fidèles & Kosaques d'Oulianov

GOAL

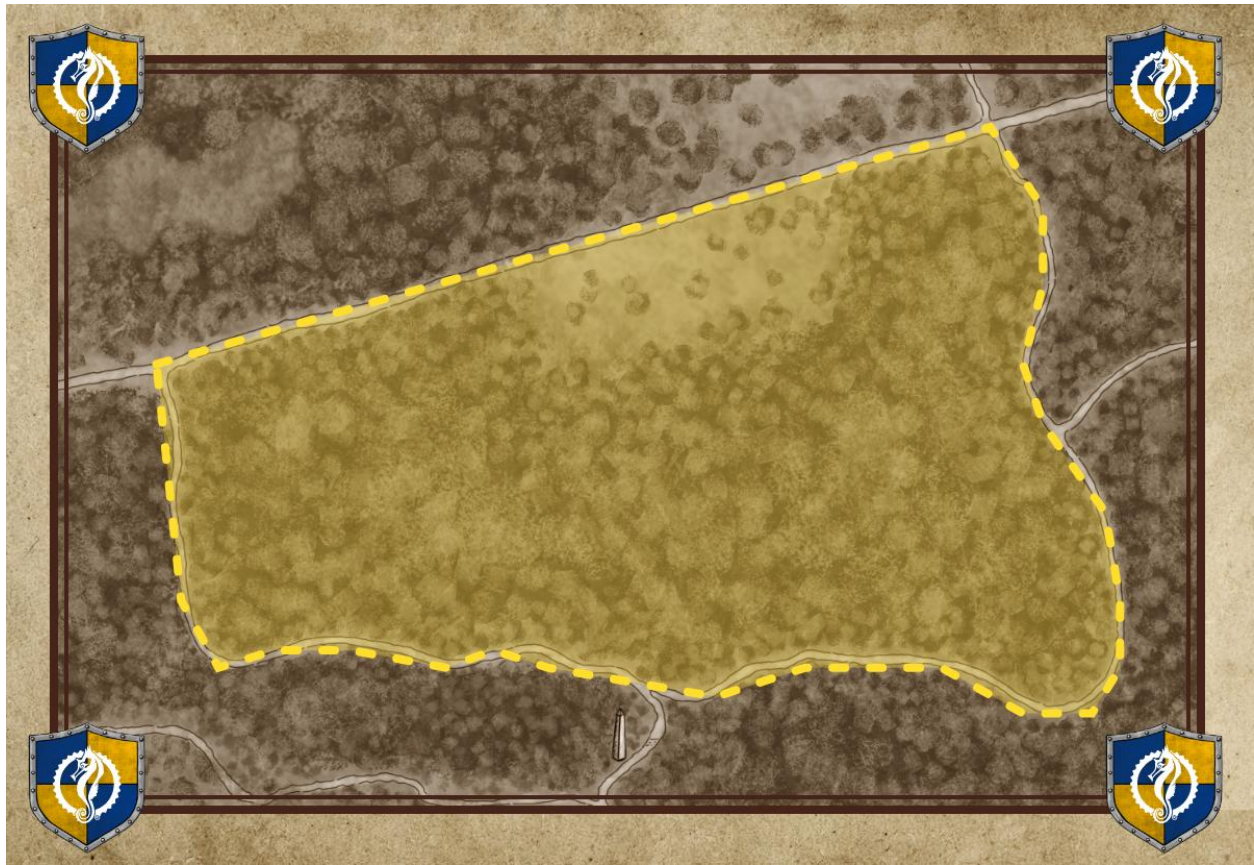
Identify and control the majority of the seven (7) position masts located in the Forest.

SPECIAL RULES

No weapon over 112 cm



Figure 3: Skirmish - Map: Terre à l'horizon





À L'ABORDAGE

In a misty bay, two feared captains faced each other from their ships. They were ready for a challenge that would mark the annals of piracy. Their objective? To sack the same coastal village and prove which one was the true master of the seas.

"I bet I plunder that village before you even have time to lift anchor!" shouted the first. His sly grin carved across a face weathered by salt and wind.

"Let me laugh! Speed isn't everything. Cunning, on the other hand, never fails," retorted the other, adjusting his tricorne with confidence.

The plan was simple. One would invade the village from the beach while the other would slip in through the rivers. Hours passed, and the cries of the villagers rose through the misty air, mingling with the rumble of the waves.

- Wednesday starting at 2:30 p.m.
- 50 vs 50
- In the Hameau
- The scenario will be played twice (2).
- 2:30 p.m.: Brabancourt & Savardins face le Lys Noir & Scions of Leviathan
- 3:15 p.m.: La Trésorerie impériale et Guilde X (to come) face les Rangers & l'Hydre

*Figure 4: Skirmish - Map: À l'abordage*

GOAL

Attackers (Point 1) must collect as many red pennants as possible, which are scattered throughout the Hameau. Defenders (Point 2) must protect the Hameau.

Each scenario is played once as attackers and once as defenders.

The winner is the one who has recovered the greatest number of pennants while acting as the attacker. In the event of a tie, the fastest team will be declared the winner of the skirmish.

SPECIAL RULES

No weapon over 112 cm



RAMENEZ-LES À BON PORT

In the Hameau of Ébène, the noble Armand de Valois stood on the threshold of his manor, watching the darkening sky. At his side, his wife Élisabeth and their children Luc and Camille were ready to head toward the nearby fortin. It was a precautionary measure in response to rumors of bandits.

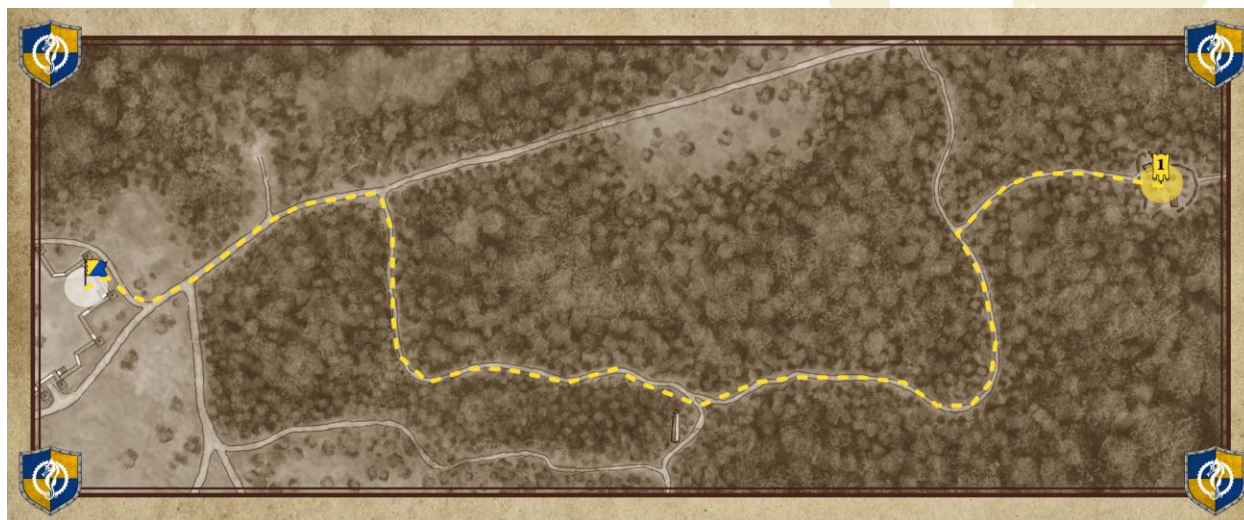
"They will not frighten me," declared Armand, his gaze fixed on the horizon. He ordered his guards to gather.

They had barely left the Hameau when the bandits emerged from the shadows. They were armed and shouting threats. "I will not give in to extortion!" Armand cried. His men took position and formed a protective wall around their lord.

"We will not back down," murmured Élisabeth, squeezing his hand. The battle promised to be harsh. But together, they would face the coming storm.

- Friday starting at 1:00 p.m.
- 50 caravaneers vs unlimited brigands (first 200 will receive 5 Solars)
- Deployment at the Hameau. Through the Forêt du Gouffre up to the Fort.
- The scenario will be played once.

Figure 5: Skirmish - Map: Ramenez-les à bon port





GOAL

Caravaneers must escort the noble family and survive the brigands' attacks. If they succeed, they will be rewarded once they reach their destination safely!

The brigand front is open to everyone ("first come, first served"). The first 200 brigands will receive 5 Solars. All one needs to do is show up on site with an approved weapon.

SPECIAL RULES:

Caravaneers: No ranged weapons

Brigands: No armor and no weapon over 112 cm. Brigands are allowed 2 war machines

LA PREMIÈRE VAGUE (SHOW SCÉNARIO)

In the midst of a raging storm, two captains clashed for control of a mysteriously abandoned vessel. On one side stood Sebastian de Beauchesne Valette of the Flibustiers, bold and fearless. On the other, Willkins du Béliér, calculating and cunning, ready to do anything to prove his superiority at sea.

Their ships struggled in a chaotic dance. The sails were torn, but their determination remained unshaken. A cannon blast echoed as Willkins attempted a daring boarding maneuver. Sebastian was already rushing to meet him, his face lit by flashes of lightning.

"This vessel is mine!" Willkins shouted. The men of the Flibustiers were already arming themselves. Who would claim this lost treasure? The sea itself seemed impatient. The vessel drifted like a specter suspended between two destinies.

- Friday starting at 2:30 p.m.
- 100 vs 100
- In the Fort.
- The scenario will be played once.
- 2:30 p.m.: Béliér face les Flibustiers
- 3:15 p.m.: Ordre du St-Sépulcre & Ferrata Fidelis face Sol Umbra & Covenant of the Black Rose
- **Spectators are welcome on the walkways and towers of the Fort.**

*Figure 6: Skirmish - Map: La première vague*

GOAL

Both fronts deploy at yellow Points 1 and 2. They must enter the Fort through the tunnels to retrieve their respective treasure chests (white Points 1 and 2) and successfully bring them back to their deployment point.



TUESDAY'S GRANDE BATAILLE - *RECONNAISSANCE DES CÔTES*

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

Groups of scouts are sent along the shoreline to observe the defenses, identify access points, and locate strategic positions. Every headland, every cove, and every path can become a decisive advantage once the battle erupts.

But the enemy is watching as well. The opposing armies will try to control these observation points and disrupt any information that might be reported.

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

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

SCHEDULE AND DEPLOYMENT

Deployment begins at 13:00 at the entrance of the Autoroute.

Clashes take place from 14:00 to 15:45 in the Vallon and the Marais.

Deployment choices are determined as follows:

- During the Campagne du 18 juillet, a Choc des amiraux will take place;
- The winner of this duel will receive the equivalent of 20 skirmishers to participate in an auction 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.

■ 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:

Blue front: Lys Royal face **Yellow front:** Bocks de Fer

There is no restriction on the number of participants per deployment zone.



MAP

Legend

Yellow dotted lines: deployment zone of the yellow front

Blue dotted lines: deployment zone of the blue front

Yellow shields: healing wells of the yellow front

Blue shields: healing wells of the blue front

Green banners (M1 to M8): control masts

Orange banners (BT1 to BT6): time boxes

Figure 7: Tuesday's grande bataille map: Reconnaissance des côtes





OBJECTIVES AND MECHANICS

We play the scenario once (1).

Duration: 1h45.

The Autoroute is not in play.

MAIN OBJECTIVE: ACTIVATION OF CONTROL POINTS (60%)

The values and the schedule of mast readings are variable and determined in advance.

- Guilds will be able to obtain information through the various activities of the Duché.
- A total of 500 points will be distributed across 40 mast readings according to a secret schedule.
- Envelopes containing missions will be given to the État-major, offering the possibility of applying multipliers to different mast readings.

SECONDARY OBJECTIVE: BOÎTES À TEMPS (40%)

Accumulate time on the six (6) boîtes à temps.

HEALING TYPE ALLOWED

Healing wells of the type “touches, you’re alive”:

- 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 fighters of the opposing front (“camping the dead”).

Healing hourglasses.

MONSTERS AND WAR MACHINES

- Approved monsters from the Bestiaire are permitted.
- The war machines approved in the Registre are permitted.



VICTORY CONDITIONS

- To win the scenario, a front must accumulate the highest number of victory points.
- The final score will be expressed as a percentage according to the value of the objectives.
- In the event of a tie, the front with the smallest number of fighters will be granted one additional victory point..

GAINS FROM THE GRANDE BATAILLE OF TUESDAY

The gains from the Grandes Batailles may be claimed during the Ducasse du 19 septembre, based on purchase lists specific to each battle (Tuesday, Thursday, and Saturday).

Victory points will be converted into purchasing power that the fronts may spend as they wish on what will be made available to them.

Both fronts will have access to a purchase list related to the sphere of play they defended, including a mix of existing game resources and unique items.



THURSDAY'S GRANDE BATAILLE –

TEMPÊTE SUR LES QUAIS

The calm of the ports has given way to the clash of weapons. The docks, once lively with trade and maritime caravans, now become the stage of a fierce struggle. In the warehouses, provisions, goods, and resources meant to sustain the war are piled high. For the armies present, these riches represent far more than simple loot. They could determine the outcome of the battles to come.

The fighters rush onto the docks, seize the warehouses, and attempt to capture the cargo before the enemy can claim it. Under the cries of warriors and the shock of steel, a true storm descends upon the port.

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

SCHEDULE AND DEPLOYMENT

Deployment at 13:00 on the Plaine.

Clashes from 14:00 to 16:00 on the Plaine, the Fort, the Forêt, the Marais, the Vallon, and the Hameau.

Deployment choices are determined as follows:

- During the Campagne du 18 juillet, a Choc des amiraux will take place;
- The winner of this duel will receive the equivalent of 20 skirmishers to participate in an auction 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.

Defending front: in the Forêt, to the right of the Plaine, behind the blue dotted line: **Lys Royal (blue)**

Attacking front: in the Fort, behind the yellow dotted line: **Bocks de Fer (yellow)**



MAP

Yellow dotted line: deployment zone of the attacking front

Blue dotted line: deployment zone of the defensive front

Yellow and blue shields with an A: healing wells of the attacking front

Yellow and blue shields with a D: healing wells of the defensive front

White banners (Z1 to Z9): warehouses of the defensive front

Yellow and blue standard in the Fort: deposit zone of the attacking front

Yellow/blue flag: Hameau

Orange banners (BT1 to BT4): boîtes à temps

Red line: zone protected by the spectres

Red dotted line: passage zone protected by the spectres only in case of combat

Figure 8: Carte pour la grande bataille du jeudi: Tempête sur les quais





OBJECTIVES AND MECHANICS

We play the scenario once (1).

Duration: 2h00..

MAIN OBJECTIVE: LOOTING THE WAREHOUSES (70%)

Game objects of various values will be deployed at the start. Afterwards, every thirty (30) minutes, additional elements will become available and will be counted within the warehouses on the field.

Values of game objects:

- Animateurs (PNJ) = secret values
- Charette = 100 points
- Baril = 25 points
- Sacs de jute = 15 points

Lingots = according to the fanion

ATTACKING FRONT:

- Pillage the warehouses and bring the game objects back to the deposit zone inside the Fort. Points will be earned and secured during the readings taken every 30 minutes.
- To obtain additional points, you must complete the missions that will be given to the état-major during the scenario.

DEFENDING FRONT:

- Protect the warehouses. Return stolen game objects to the warehouses. Points will be earned and secured during the readings taken every 30 minutes for all remaining objects in the warehouses.
- It is forbidden to touch the game objects that are inside the delimited zone around each warehouse. However, as soon as a game object is taken out of the zone, you may retrieve it.
- You are allowed to go retrieve game objects that are in the attackers' deposit zone.

There are no restrictions on the number of game objects you may carry.



SECONDARY OBJECTIVES: BOÎTES À TEMPS (30%)

Accumulate time on the four (4) boîtes à temps.

SPECIAL RULES

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

The dotted zone will be an area where players may move. The spectres will attack only if there is combat.

Healing type allowed

- Healing wells of the “touch, you’re alive” type:
 - 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 fighters of the opposing front (“camping the dead”).
- Healing hourglasses.

MONSTERS AND WAR MACHINES

- Approved monsters from the Bestiaire are permitted.
- Approved war machines from the Registre are permitted.

VICTORY CONDITIONS

- To win the scenario, a front must accumulate the highest number of victory points.
- The value of the different game elements is determined in advance.
- In the event of a major imbalance in scoring, mechanics have been planned in collaboration with the états-majors.
- Scoring is calculated as a percentage.
- In the event of a tie, the front with the smallest number of fighters will be granted one additional victory point.



GAINS FROM THE GRANDE BATAILLE OF THURSDAY

The gains from the Grandes Batailles may be claimed during the Ducasse du 19 septembre, based on purchase lists specific to each battle (Tuesday, Thursday, and Saturday).

Victory points will be converted into purchasing power that the fronts may spend as they wish on what will be made available to them.

Both fronts will have access to a purchase list related to the sphere of play they defended, including a mix of already existing game resources and unique items.

SATURDAY'S GRANDE BATAILLE – *HISSEZ VOS PAVILLONS*

The moment of truth has arrived.

The fleets of the belligerents have reached the shores, and the armies are preparing to launch the assault against the fortress that dominates the coast. The beaches must first be stormed in order to establish a foothold and allow the war machines to enter into action.

As the cannons thunder and the siege engines strike the defenses, the towers of the fort must be brought down to open the way toward the heart of the fortress.

When the ramparts give way, only one thing will matter: reaching the summit and raising one's 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 of the Grande Bataille.



SCHEDULE AND DEPLOYMENT

Deployment at 12:30 on the Plaine.

First engagement from 13:30 to 14:30 on the Plaine and the Fort.

Second engagement from 15:00 to 16:00 on the Plaine and the Fort.

The choice of deployments will be made during the Choc des Amiraux, which will take place on Monday, August 10.

Defensive front: on the Plaine, behind the blue dotted line: **Lys Royal (blue)**

Attacking front: on the Plaine, behind the yellow dotted line: **Bocks de Fer (yellow)**

MAP

Legend

Yellow dotted line: deployment zone of the yellow front

Blue dotted line: deployment zone of the blue front

Yellow and blue shields with an A: healing wells of the attacking front

Yellow and blue shields with a D: healing wells of the defensive front

Red banners (i1 to i3): control points of the Plaine

Yellow and blue flags: banner masts

Towers: Fort towers with blue and yellow targets

Red arrows: Fort breaches to be opened

Orange banners (BT1 to BT3): boîtes à temps



Figure 9: Saturday's grande bataille map: Hissez vos pavillons





OBJECTIVES AND MECHANICS

We play the scenario twice (2). The fronts are reversed for the second engagement.

Duration of 1 hour per engagement.

THE AUDIENCE will be present on the walkways of the Fort to ensure its defense. It is strictly forbidden to attack them. However, they may hurl insults at the attackers.

At the beginning of the scenario, all identified breaches of 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 PAVILLONS (50%)

ATTACKING FRONT:

- Take control of the Plaine:
 - Control the three (3) control points (I1, I2, I3). To do so, you must bring your banners and place them in the bases. Once placed in the base, they cannot be removed.
 - When the Plaine is taken, the healing wells will slowly advance toward new bases.
 - Raise your banner at the top of the three (3) masts in the Fort.
 - As soon as a banner is raised, the timer begins. The objective is to accumulate the most time on all masts.

DEFENSIVE FRONT:

- Protect the control points of the Plaine (I1, I2, I3).
- Protect the Fort.
- Prevent the attacking front from raising its banner on the three (3) masts in the Fort.



SECONDARY OBJECTIVE: DESTROY THE TOURS AND CREATE BREACHES. (30%)

ATTACKING FRONT:

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

DEFENSIVE FRONT:

- Protect the Tours of the Fort.
 - The general of the defensive état-major may choose to voluntarily open a breach. To do so, they must inform their assigned front marshal. The attacking front will receive the victory points for that breach.

TERTIARY OBJECTIVE: BOÎTES À TEMPS (20%)

Accumulate time on the three (3) boîtes à temps.

HEALING TYPE ALLOWED

- Healing wells of the “touch, you’re alive” type:
- 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 members of the opposing front (“camping the dead”).
- Healing hourglasses.



MONSTERS AND WAR MACHINES

- Approved monsters from the Bestiaire are permitted.
- Approved war machines from the Registre are permitted.
- **The defensive front may deploy its war machines only when control of the Plaine has been lost.**

VICTORY CONDITIONS

- To win the scenario, a front must accumulate the highest number of victory points.
- The value of the different game elements is determined in advance.
- Scoring is calculated as a percentage.
- In the event of a tie, the front that captured the Plaine the fastest will be granted one additional victory point. If needed, the front with the smallest number of combatants will receive the extra point.

GAINS FROM THE GRANDE BATAILLE OF SATURDAY

The gains from the Grandes Batailles may 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 may spend as they see fit on what will be made available to them.

Both fronts will have access to a purchase list related to the sphere of play they defended, including a mix of existing in-game resources and unique items.