

Le Fortin oublié

CAMPAGNE



19 SEPTEMBRE 1026



DUCHÉ DE BICOLLINE



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During the last Imperial Grand Council, the guilds of La Haute Garde and Comitatus were tasked with resupplying a frontier garrison. Straddling the border between the Empire and the Territoire de l'Oubli, the garrison watched over a small, dilapidated fort far from the main roads, making reinforcements difficult to deliver. With the war having raged on for far too long, the career soldiers could now count only on their brothers in arms and the little equipment that had not already been requisitioned by the front further south.

At the same time, the infantry of Nibu and the Loups de Niflheimr set out to establish new outposts in the Territoire de l'Oubli. Their hope lay in the scant information provided by an aging scribe they had met by chance along the road, who had promised them resources in abundance. But the maps they received from the scribe's trembling hand seemed as outdated and tattered as the man himself. Believing themselves to be further north in Berkwald, the adventurers were in fact heading straight for the lands of the Empire.

After a month of patrolling for the former and exploring for the latter, the two armies came face to face. Exhausted by the difficult terrain and dense neither could turn back. Lost in the middle of nowhere, the small fort then became the only possible refuge. Its walls promised a clear advantage to whoever could capture it. The Imperials and the Auquessians crossed swords to seize it. No politics, no alliances—they simply had to survive.





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Registration details for combatants

Prices

- Member: CA\$85.00 + taxes (CA\$97.73)
- Regular: CA\$100.00 + taxes (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)
 - Cheeseburger or vegetarian hot dog
 - Cream of mushroom soup
- **DINNER:** CA\$24.00 + taxes (CA\$27.59)
 - Fish and chips or vegetarian kebbeh

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 plan is Monday, September 14, 2026, at noon. The deadline for registration without a meal plan is Friday, September 18, 2026, at 5:00 p.m.

Registration will open with an initial allocation of 700 spots, divided equally between the two fronts (350 combatants each). Once this threshold is reached, additional blocks of 100 spots will be released gradually, up to a total of 1,000 combatants.

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:

Comitatus

- Herménégilde Thiffault – flammenoir@hotmail.com
- Sébastien Besner – Sebastien.besner1@gmail.com

La Haute Garde

- Marc-André Denis – Marcoxandre@outlook.com
- Julien Grenier – Julien.grenier@mail.mcgill.ca

Le Nibu

- Pier-Luc St-Yves – pilstyves@gmail.com
- Philippe Blanchette – philippe.blanchette6@hotmail.com

Loups de Niflheimr

- Sacha Nahman-Lévesque – sachanahman@gmail.com
- Yann Ross – yannick.ross@outlook.be



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: **CAS\$70.00 + tax (CAS\$80.48)**
- General admission: **CAS\$85.00 + tax (CAS\$97.73)**

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

- **LUNCH:** CAS\$ 22.00 + taxes (CAS\$ 25.29)
 - Cheeseburger ou Hot-dog végété
 - Crème de champignons
- **DINNER:** CAS\$ 24.00 + tax (CAS\$ 27.59)
 - Fish and chips ou Kebbé végété

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 non-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 plan is Monday, September 14, 2026, at noon. The deadline for registration without a meal plan is Friday, September 18, 2026, at 5:00 p.m.

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	Finish	Le Fortin oublié
8:00 a.m.	9:30 a.m.	Arrival, registration, and homologation
9:30 a.m.	10:30 a.m.	Deployment
10:30 a.m.	12:55 p.m.	Act 1
10:30 a.m.	10:50 p.m.	Chapter 1 – The First Assault
11:00 a.m.	11:20 a.m.	Chapter 2 – Beyond the Walls
11:30 a.m.	11:50 a.m.	Chapter 3 – Change in Strategy
12:00 p.m.	12:20 p.m.	Chapter 4 – Hold one's ground
12:30 p.m.	12:55 p.m.	Chapter 5 – The Last Banner
1:15 p.m.	2:15 p.m.	The Arrival of the Provisions
2:35 p.m.	5:00 p.m.	Act 2
2:35 p.m.	2:55 p.m.	Chapter 1 – The First Assault
3:05 p.m.	3:25 p.m.	Chapter 2 – Beyond the Walls
3:35 p.m.	3:55 p.m.	Chapter 3 – Change in Strategy
4:05 p.m.	4:25 p.m.	Chapter 4 – Hold one's ground
4:35 p.m.	5:00 p.m.	Chapter 5 – The Last Banner
5:00 p.m.		End of the Campaign and 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 chapter that is forty minutes long will be shortened to thirty-three minutes if there is an accumulated delay of seven minutes, 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 intoxication will be tolerated during the event. Everyone's enjoyment depends on each person's individual responsibility. *Players who violate these rules may be expelled.*

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 or vaping is prohibited during combat sessions.





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General Staff

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

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

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

Rewards

Pay: Each participant in the activity will receive five solars, regardless of their faction. A Campagne population card will also be given to combatants and a Ducasse population card to non-participants who have pre-registered for the activity and are members of the Duchy of Bicolline. Only the participant may pick up their own pay and population card at the registration desk.

Victory: The front that wins Chapter 5 will be declared the winner of the campaign.

Guild Seal: In order to claim their winnings, the selected guilds must submit a seal belonging to them to the Bank on the morning of the campaign. A faction 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 and begin making payment arrangements for recruitment. This grant will be awarded during the Ducasse to one organizer from each front, who must appear in person at the Banque de l'Hippocampe.

Recruitment Bonus: If both sides reach 350 participants, each side will receive an additional 1,000 solars in the purchase table. If both sides reach 400 participants, each side's bonus will increase to 1,500.

Armband Bonus: Armbands of each color will be tallied on the Sunday following the event. A bonus of 350 solars will be deposited into the virtual treasury of guilds that have returned 90% or more of the armbands distributed to their participants. Armbands can be turned in to the marshals at the end of the campaign, or deposited in the designated bin at the exit near the Reception Desk.



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Victory Points: Factions 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 confidential list of prizes will be revealed to the commanders during the fair at the Banque de l'Hippocampe. Commanders will be able to purchase the prizes of their choice using their reward points. The winning front may have first choice for special prizes.

Notoriety: Each guild that is part of a front's command staff will receive one notoriety point, and the leading guilds of the victorious front will receive one additional notoriety point.

Score Tally: The Bicolline organizers will not release any point tallies or scores during the event.

- There will be a master-at-arms for each front who can provide you with the exact time and the time remaining for the chapters during this campaign.

Rules of Engagement

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

- **Permitted Weapons:** All weapons are permitted.
- **Protection:** All armor and shields are permitted.
- **War machines:** Both fronts are entitled to two war machines each. Once the fronts exceed 350 combatants, one additional war machine will be granted.

Death and Healing

Unless otherwise specified in a chapter's description, a healing well operates on the principle of "touch it, and you come back to life." No front may 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.



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Miscellaneous

- Please return the Duché de Bicolline game equipment to the registration tent as soon as the campaign ends. You may also hand it in directly to a marshal.
- Unless otherwise noted, the 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.



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Deployment

- Defenders: Inside the fort.
- Attackers: Near the trebuchet.

Battlefield boundaries

- None.

Duration :

- 150 minutes maximum.
- Repeated twice.

At any time, a mechanic may be changed without warning. If it is canceled in the first act, it will not be attempted again in the second.

Healing:

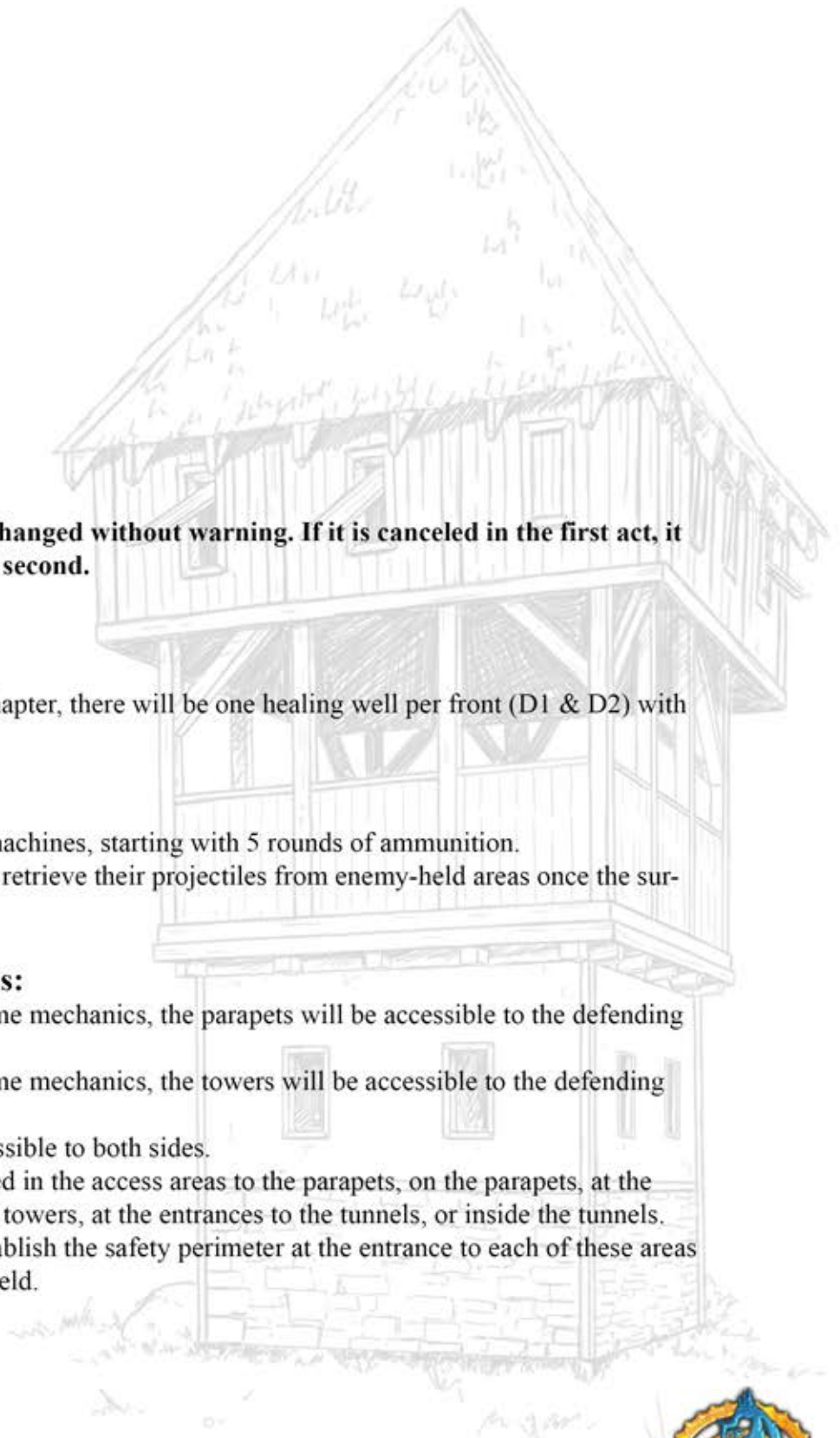
- Healing hourglasses.
- Unless otherwise specified in a chapter, there will be one healing well per front (D1 & D2) with no restrictions.

War Machines:

- Each front will be allocated war machines, starting with 5 rounds of ammunition.
- Artillerymen may ask marshals to retrieve their projectiles from enemy-held areas once the surrounding combat has ended.

Towers, parapets, and tunnels:

- Unless otherwise specified by game mechanics, the parapets will be accessible to the defending team at all times.
- Unless otherwise specified by game mechanics, the towers will be accessible to the defending team at all times.
- If a tunnel is not closed, it is accessible to both sides.
- No melee combat will be permitted in the access areas to the parapets, on the parapets, at the entrances to the towers, inside the towers, at the entrances to the tunnels, or inside the tunnels.
 - The marshals will establish the safety perimeter at the entrance to each of these areas directly on the battlefield.





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Fort Entrances:

- The main entrance and the rear entrance will always be open.
- The defending side may always ask a marshal to open or close one of the fort's entrances (excluding the main entrance and the rear entrance).
 - To minimize confusion, avoid disrupting the flow of combat, or for mechanical reasons, the marshal may refuse to open or close an entrance.
- Access points that are not one of the four main entrances or tunnels will be referred to as breaches.
- An access point marked with a red rope is closed. It is impassable: it is forbidden to pass through it, fire projectiles through it, or strike through it with a melee weapon.

Notes:

- The siege scenario consists of one Act lasting 150 minutes, divided into five chapters, each with a specific schedule.
- The side that was the defender during Act 1 will take on the role of attacker for Act 2, and vice versa. The mechanics related to D1 and D2 apply to the roles played during the current Act.
- The start and end of Chapters 1 through 4 will not be signaled by a foghorn.
- The start of Chapter 5 will be signaled by two blasts of the foghorn.
- Due to the necessary preparations, Chapter 5 may start late.

Missions:

- Missions can be completed at any time during the Siege before the start of Chapter 5.
- Each front will have access to two mission marshals who will be stationed at their camp.
- At any time before the start of Chapter 5, if available, one of the two marshals may accompany the faction to carry out a mission.
- The marshal will try to keep up with the group as best as possible and will follow the orders given. If he ever finds himself alone or without a group, he will return to base camp as quickly as possible.

Mission 1: Convoy

- In the presence of the mission marshal, you can travel to the king's tomb and return via the highway to your base camp.
- If the group is eliminated, the mission marshal returns to the base camp and the convoy mission fails.

Mission 2: Damage the Towers / Repair the Towers

- When the mission marshal is present, players may go outside one of the five towers on the fort's facade.
- For the attacking front:
 - If the marshal manages to accumulate 5 uninterrupted minutes, he will place a red carabiner on the tower. It will be considered damaged.
 - The mission marshal must be escorted by at least 5 players.
 - The area around the marshal must be clearly controlled by the attacking front throughout the process (as assessed by the marshal).



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- For the defensive front:
 - If the marshal manages to accumulate 5 uninterrupted minutes, he will remove the red carabiner from the tower. It will be considered repaired.
 - The defense can only do this if the tower has already been damaged.
 - The mission marshal must be escorted by at least 10 players, including 2 healers

Mission 3: Sabotage the Tunnels

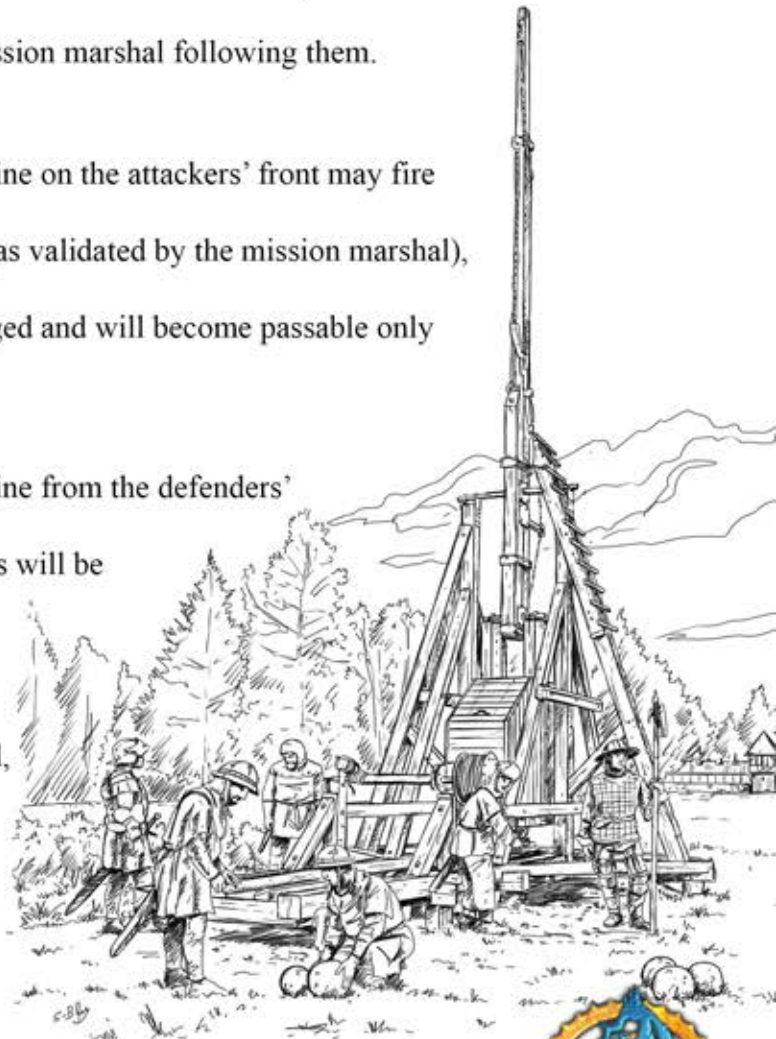
- A player may pick up 1 of the 8 padlocks in the possession of their mission marshal.
- A player may have only one padlock in their possession.
- The padlock cannot be stolen or traded.
- If a player returns to the healing well while in possession of a padlock, they must hand it over to the mission marshal, who will remove it from the game.
- A panel with a ring will be present inside each tunnel.
- If a panel accumulates 3 or more padlocks, that tunnel is considered sabotaged and will become passable only in Chapter 5.
- A player may complete this mission without the mission marshal following them.

Mission 4: Damage the Breaches

- In the presence of the mission marshal, a war machine on the attackers' front may fire at the fort's walls near a breach.
- If the projectile strikes close enough to the breach (as validated by the mission marshal), the breach will accumulate one hit.
 - After 10 hits, it will be considered damaged and will become passable only in Chapter 5.

Mission 5: Destroy / Repair the Trebuchet.

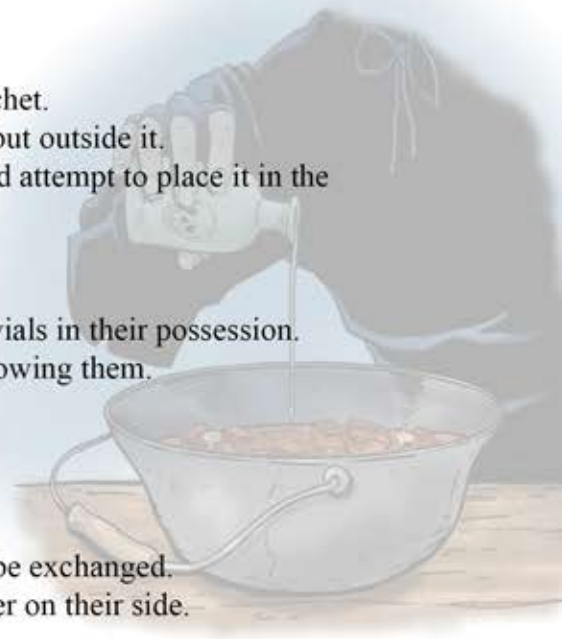
- In the presence of the mission marshal, a war machine from the defenders' side may fire at the trebuchet.
- If the projectile hits, one of the trebuchet's two flags will be removed, at the defenders' discretion.
- A participant from the attacking side may take one of the two removed flags and attempt to complete a convoy mission to return it to the trebuchet.
- If successful, instead of the standard convoy reward, the participant may return the flag to the trebuchet.



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Mission 6: Poisoning

- Each front will have a cache.
 - During an attack, the cache will be located near the trebuchet.
 - During a defense, the cache will be located near the fort, but outside it.
- A player may pick up a vial of poison from their mission marshal and attempt to place it in the enemy's cache.
- A player may only have one vial in their possession at a time.
 - The vial cannot be stolen or traded.
- The mission marshal may temporarily find themselves without any vials in their possession.
- A player can complete this mission without the mission marshal following them.



Mission 7: Assassinations

- 3 players from each side will be given sashes.
- Once handed out, the sashes must be worn immediately and cannot be exchanged.
- During the game, your mission marshal may give a sash to any player on their side.
 - It must be worn immediately and cannot be refused.
- If a player wearing a sash dies, they must give it to a player from the enemy side as quickly as possible, without interfering with combat.
- A player who receives a sash from a dead opponent must return it to their mission marshal as quickly as possible.



Rewards

Mission 1: Convoy

- For each successful convoy:
 - The allied front earns 1 point (max 6).
 - The allied front earns 5 additional rounds of ammunition for one of its war machines.

Mission 2: Damage the Towers / Repair the Towers

- For each tower damaged at the start of Chapter 5:
 - The attacking side gains 1 point (max 3).
 - The tower becomes inaccessible for Chapter 5.
 - The parapets on either side of the towers become inaccessible for Chapter 5.



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Mission 3: Sabotage the Tunnels

- For each tunnel sabotaged at the start of Chapter 5:
 - The attacking front gains 2 points.
 - The associated tunnel becomes passable for Chapter 5.

Mission 4: Damage the Breaches

- For each breach damaged at the start of Chapter 5:
 - The attacking front gains 1 point (max 3).
- The breach becomes passable for Chapter 5.

Mission 5: Destroy / Repair the trebuchet.

- If the yellow flag is removed at the start of Chapter 5:
 - The fort's gate on the non-decorum side is impassable for Chapter 5.
- If the blue flag is removed at the start of Chapter 5:
 - The fort's gate on the Abyss side is impassable for Chapter 5.
- 3 points for each flag removed at the start of Chapter 5.
 - These points can only be accumulated by the defending side.

Mission 6: Poisoning

- 4 points based on the ratio of the total number of successful poisonings at the start of Chapter 5.
 - The ratio is calculated separately for Act 1 and Act 2, for a total of 8 points for the day.

Mission 7: Assassinations

- 4 points based on the ratio of the total number of sashes turned in.
 - The ratio is calculated separately for Act 1 and Act 2, for a total of 8 points for the day.





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Chapter 1 - *The First Assault*

The small fort stands on the border between the Empire and the Land of Oblivion, far from major roads and reinforcements. Its weathered walls are by no means impregnable, but whoever holds them controls the entire region.

An army has taken up position behind the palisades. The other emerges from the forest's edge and forms its ranks. The defenders count their arrows; the attackers grip their shields. The first assault of the campaign will decide who will sleep behind the ramparts tonight.



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Battlefield Boundaries

- The red lines cannot be crossed.
- The green lines can be crossed.

Chapter Duration

- 20 minutes.

Healing

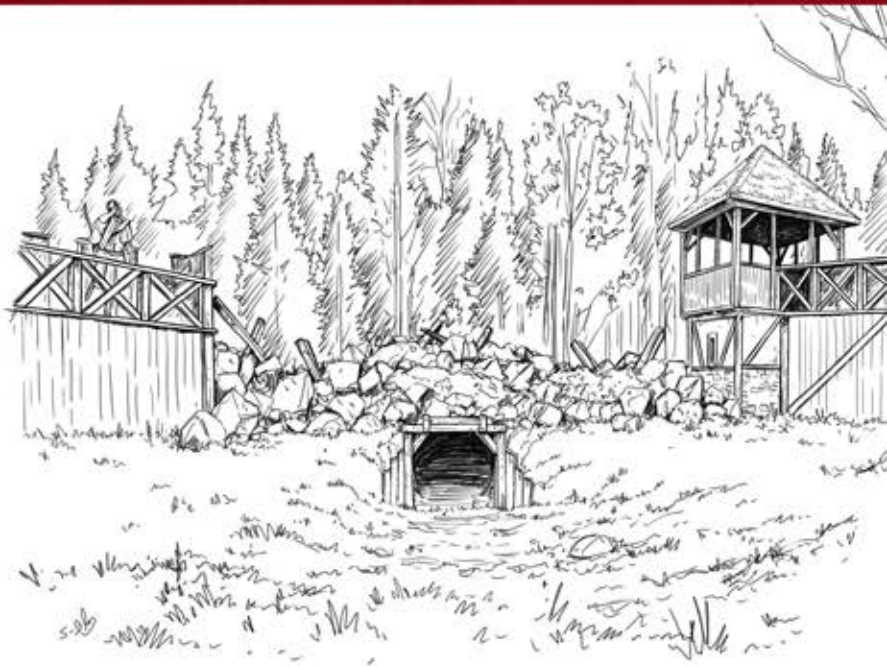
- Healing hourglasses.
- One healing well per front (D1 & D2).

Objectives

- The Fort
 - The D1 front can raise the flags in the center of the fort (I1).
 - Time is accumulated for each flag raised to its maximum height.
- The Towers
 - There will be two targets in each tower at the front of the fort (circled in green on the map).
 - They can only be hit by projectiles.
 - When hit, they are destroyed. If both targets are destroyed, the tower collapses.
 - If the towers on either side of a parapet are destroyed, the parapet is destroyed.
 - Players on a parapet adjacent to a collapsed tower must proceed to the healing well, and the parapet becomes impassable for the remainder of the chapter.
- The Plain
 - There are two masts on the plain.
 - They are reset every 5 minutes, including at the start of the scenario.
 - A successful reset by the defense is worth three times as much as a reset by the attack.

Rewards

- The Fort
 - 1 point for every 10-minute increment of total accumulated time.
 - These points can only be accumulated for the attacking front.
- The Towers
 - 1 point per collapsed tower (Max 4).
 - These points can only be accumulated by the attacking side.
- The Plain
 - 4 points based on the ratio of the total number of readings.
 - The ratio is calculated separately for Act 1 and Act 2, for a total of 8 points for the day.



Chapter 2 – *Beyond the Walls*

The small fort is no longer enough. Supplies are running low, reserves are dwindling, and the wounded are piling up on both sides. Each army sends out detachments to scour the countryside in search of water, game, and supplies.

But the Land of Oblivion lives up to its name. Trails disappear, landmarks are misleading, and every patrol risks encountering the enemy around the bend of a valley. Those who return with their hands full will give their army the upper hand.

Battlefield Boundaries

- None.

Chapter Duration

- 20 minutes.

Healing

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

Objective 1

- Three masts will be present on the field.
- They will be raised every 4 minutes.

Objective 1 Rewards

- 21 victory points based on the raise ratio.
 - The ratio is calculated separately for Act 1 and Act 2, for a total of 42 points for the day.
- If the attacker (D1) succeeds in more raises than the defender (D2), the defender's healing well in Chapter 5 will open 2.5 minutes later.
- If the defense (D2) makes more saves than the offense (D1), the defense's healing well in Chapter 5 will open 2.5 minutes earlier.
- In the event of a tie, the offense wins.



Chapter 3 - *Change in Strategy*

The fort has already taken a heavy toll. The breaches from the first assault were hastily repaired, and the ground still bears the scars of battle. No one has forgotten what happened beneath these walls.

One army holds the position. The other returns to reclaim what it believes is rightfully its own. This time, both sides know the terrain, its weaknesses, and its pitfalls. While the fort may change hands, the price to pay for occupying it will remain the same.



Battlefield Boundaries

- The red lines cannot be crossed.
- The green lines can be crossed.

Chapter Duration

- 20 minutes.

Healing

- Healing hourglasses.
- One healing well per front (D1 & D2).
- The D1 well has no time limit.
- The D2 well has no time limit if 2 or fewer towers have collapsed.
 - It opens every 3 minutes if 2 or more towers have collapsed.



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Special Elements

- Front D2 will have access to water on the parapets.
- If a participant is hit by water, they die and must go to their designated healing well.

Objectives

- The fort
 - Front D1 can raise the flags in the center of the fort (I1).
 - Time will be accumulated for each flag raised to its maximum height.
- The Towers
 - A marshal will be assigned to each attacking war machine.
 - The attackers' war machines may target the towers at the front of the fort (circled in green on the map).
 - When struck squarely (as determined by the assigned marshal), they accumulate a hit.
 - After 6 hits, the tower collapses.
 - If the towers on either side of a parapet are collapsed, the parapet is destroyed.
 - If a tower collapses, all participants inside must proceed to their respective healing wells.
- The plain
 - There are two masts on the plain.
 - They are checked every 5 minutes, including at the start of the scenario.
 - A successful check with D2 is worth three times as much as one made with D1.

Rewards

- The Fort
 - 1 point for every 6-minute increment of cumulative total time.
 - These points are awarded only to the attacking side.
- The Towers
 - 1 point per tower destroyed.
 - These points are awarded only to the attacking side.
- The Plain
 - 6 points based on the number of surveys.
 - The ratio is calculated separately for Act 1 and Act 2, for a total of 12 points for the day.



Chapter 4 - *Hold one's ground*

The fort is worthless without the land that surrounds it. The hills, trails, and water sources of the Land of Oblivion have become positions to be captured and held. Whoever controls the countryside strangles the other side behind its walls.

Both armies are deploying outside the fort. Every outpost captured brings victory closer; every position lost weakens the lines. Here, there are no ramparts to hide behind. You'll have to advance, plant your banner, and defend it to the very end.

Battlefield Boundaries

- None.

Chapter Duration

- 20 minutes.

Healing

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

Objective 1

- Five masts will be present on the field.
- They will be captured every 4 minutes.



Objective 1 Rewards

- 14 victory points based on the capture ratio.
 - The ratio is calculated separately for Act 1 and Act 2, for a total of 28 points for the day.
- If the attacker (D1) succeeds in more retrievals than the defender (D2), the defender's healing well in Chapter 5 will open 2.5 minutes later.
- If the defense (D2) makes more saves than the offense (D1), the defense's healing well in Chapter 5 will open 2.5 minutes faster.
- In the event of a tie, the offense wins.



Chapter 5 - The Last Banner

Il n'y a plus rien à explorer, plus rien à négocier. Tout ce que les deux armées ont gagné, perdu et appris depuis le début de la campagne se joue maintenant sous les murs du fortin.

Une armée tient la position. L'autre marche sur elle avec tout ce qui lui reste. Les machines sont en place, les lames sont tirées et les ordres sont donnés. Quand le soleil se couchera sur le Territoire de l'Oubli, une seule bannière flottera sur le fort.



Battlefield Boundaries

- The ability to cross the following elements depends on the outcome of the scenario up to that point:
 - Gray lines
 - Towers
 - Parapets
 - Tunnels

Chapter Duration

- 25 minutes.



Le Fortin oublié

Healing

- Healing hourglasses.
- One healing well for the D2 front.
 - If the defense won both Chapter 2 AND Chapter 4, the well has no restrictions.
 - If the defense won either Chapter 2 OR Chapter 4, the well opens at 5 minutes.
 - If the defense has won neither Chapter 2 nor Chapter 4, the well opens at the 10-minute mark.
- Three healing wells for Front D1 (D1, D3, and D4).
 - Well D1 will always be open without restrictions.
 - Well D3 becomes available at the 5-minute mark, without restrictions.
 - Well D4 becomes available at the 15-minute mark, without restriction.

Objectives

- The Fort.
 - The D1 front can raise the flags at the center of the fort (I1).
 - They accumulate time for each flag raised to its maximum height.
 - When at least one of the flags has accumulated at least 10 minutes, the scenario ends.
 - An interruption does not reset the time.
 - At the 10-minute mark, the two main entrances on the side open, regardless of their status at the start of the scenario.
 - At the 15-minute mark, the breaches open, regardless of their status at the start of the scenario.
 - At the 20-minute mark, the tunnels become passable, regardless of their status at the start of the scenario.

Rewards

- The Stronghold
 - The front that finishes this chapter the fastest while on the offensive wins the campaign.
 - In the event of a tie, the front with the most total time spent on the three masts wins the campaign.
 - In the event of a tie, the front with the most victory points wins the campaign.



The Arrival of the Provisions

Deployment

- Restaurant in the Vieille ville

Chapter Duration

- 60 minutes.
- Deployment for the next chapter will take place at 1:50 p.m. so we'll be ready to start at 2:10 p.m.

Objectives

- Pick up your meal from the cook.
- Eat your fill.
- Use the trash cans for waste.
- Catch any deserters.
- Fill your water bottle.

Victory Conditions

- 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

- A "Fait d'armes" card for the first participant to successfully complete the licorice quest.
- The licorice quest is off-limits to anyone wearing blue and yellow.

