

L'héritage du baron

CAMPAGNE



17 OCTOBRE 1026



DUCHÉ DE BICOLLINE



L'héritage du baron

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In 1015, a very wealthy baron of Haldorf who made his fortune in mining was on the verge of dying without an heir to leave his fortune to. With his poor health, the raging war and Butasard's comet on the verge of crashing, hope had abandoned him, as had what little trust remained in him for the current generation. So he had his reserves of ore and precious stones hidden in the most unusual and uninhabited places. According to his last wishes, the location of each cache was only revealed to specific guilds upon the reading of his will. Exactly eleven years after his death, the hour has now come for these guilds to wage a fierce struggle to get their hands on the baron's hidden fortune.

Six factions thus set off in this frantic race, each with its own motivations. Le Béliér, a band of eccentric corsairs, needed only the word treasure to set sail. Le Fhain, who sees this as too good an opportunity to pass up, just like Fer de Lance, who has sensed the deal from the start, have profit as their sole objective. Then come the Rangers, who know these lands better than anyone; the very spots where the baron hid his fortune are the ones they have always roamed. Trésorerie Impériale, for its part, couldn't care less about legends. It simply comes to collect the taxes owed, indifferent to whether the wealthy Haldorf baron is dead or alive. Finally, only Lotus No Chi seeks neither gold nor precious stones, preferring honour to enrichment. Six fronts, six reasons to run, for a single fortune to uncover.



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)
 - Pepperoni or veggie pizza
 - Pumpkin soup
- **DINNER:** CA\$24.00 + taxes (CA\$27.59)
 - Shepherd's pie with meat or veggie

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. Combatants who cannot present one of these two documents will not be admitted.

To register

All combatants 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 the Monday before the event, namely October 12, 2026, at noon. The deadline for registration without a meal package is the Friday before the event, namely October 16, 2026, at 5:00 PM.

The activity is designed for six fronts with a minimum of 125 participants each.

A group of 50 VIPs will be reserved for the organizers of each front. The manager in charge of the campaign will contact each front's organizers directly to detail the exact procedure to follow.



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To manage registrations, please contact the front organizers:

Lotus No Chi (**Purple**)

- Julien Rivard (julienrivardy8@gmail.com)

Trésorerie Impériale (**Blue**)

- Jérémie Darrieu (jeremie.darrieu@gmail.com)

Bélier (**Red**)

- Mélissa Verreault (Melissaverreault8@gmail.com)

Rangers (Blanc)

- Steven John Kirouac (bicoesteban@gmail.com)

Fer de Lance (**Yellow**)

- Chantale Lessard (Cless062@hotmail.com)

Fhain (**Green**)

- JC Ulrich Desservettaz (Morkollos7435@gmail.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)
 - Pepperoni or veggie pizza
 - Pumpkin soup
- **DINNER:** CA\$ 24.00 + tax (CA\$ 27.59)
 - Shepherd's pie with meat or veggie

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. Non-Participants unable to 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 package is the Monday before the event, namely October 12, 2026, at noon. The deadline for registration without a meal package is the Friday before the event, namely October 16, 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 COMBATANTS 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.

Friday Arrival and Sunday Departure

Attendees (combatants and non-participants) may arrive on Friday starting at **5:00 PM** to sleep on-site. Registration will be open at the Welcome Desk from **5:00 PM to 9:00 PM** — registration must be completed by this time without exception. Gates and site access will close at **10:00 PM**; all vehicles must be returned to P1 parking across the street, or to the designated parking area, if applicable, before this time.

Assignees may sleep on site after the activity. No vehicles will be allowed to drive on the site on the day of the activity, but access will be possible the following morning. Assignees must leave the site no later than **2:00 PM** on the Sunday following the event.

How the Day Unfolds

The chapters follow one another, and the accumulated victory points will only be revealed at the end of the event, during the Ducasse that follows.

If both fronts refuse to engage, neither front scores a victory point and the rewards for that chapter are lost.

Due to the nature of the rotating boards with six fronts, no concessions will be accepted for this campaign.





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Schedule for the Day

Time	L'héritage du baron
8:00 AM to 9:30 AM	Arrival, registration and weapons inspection
9:30 AM to 10:00 AM	Deployment
10:00 AM to 10:10 AM	Intro Chapter – Le face-à-face
10:30 AM to 11:00 AM	Plaine Chapter – La plaine maudite
11:20 AM to 11:50 AM	Non-Dec Chapter – À l'ombre du boisé
12:10 PM to 12:40 PM	Fort Chapter – Cachée et fortifiée
1:00 PM to 2:00 PM	Chapter D – À la soupe !
2:20 PM to 2:50 PM	Quartier Nord Chapter – Le chemin du minéral
3:10 PM to 3:40 PM	Vieille-Ville Chapter – Le dernier village
4:00 PM to 4:30 PM	Faubourg Chapter – Le quartier des tanneurs
4:50 PM to 5:00 PM	Extra Chapter – Les fonds du coffre
5:00 PM	End of campaign and dinner
6:00 PM	Start of the Ducasse
7:00 PM	Reveal of the rewards purchase list

With the exception of chapter 1 and the extra chapter, chapters will be run in parallel in groups of 3. Here is the rotation schedule:

AM	Plaine Chapter		Non-Dec Chapter		Fort Chapter	
Departure	D1	D2	D1	D2	D1	D2
10:30 AM	White	Blue	Green	Yellow	Red	Purple
11:20 AM	Green	Purple	White	Red	Blue	Yellow
12:10 PM	Yellow	Red	Purple	Blue	White	Green
PM	Quartier-Nord Chapter		Vieille-Ville Chapter		Faubourg Chapter	
Departure	D1	D2	D1	D2	D1	D2
2:20 PM	White	Purple	Blue	Green	Red	Yellow
3:10 PM	Blue	Red	White	Yellow	Green	Purple
4:00 PM	Green	Yellow	Red	Purple	White	Blue



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Delays

Unless otherwise stated in a chapter's description, the end of the chapter will be shortened by the amount of accumulated delay. For example, a forty-minute chapter will be reduced to thirty-three minutes if there is an accumulated delay of seven minutes, thereby skipping the chapter's final seven minutes.

Game Elements

Safety

We are all responsible for our own safety and that of others. No violent behaviour (physical or psychological), nor any altered state, will be tolerated during the event, under penalty of expulsion. Everyone's enjoyment depends on each person's individual responsibility. *Players who violate these rules may be subject to expulsion.*

Wearing adequate protection is recommended for all combat activities of the Duché de Bicol-line.

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

Command Staff

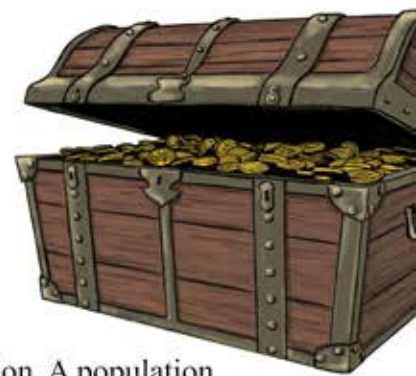
If the campaign's mechanics require it, the organizers of each front will receive sashes indicating command-staff status, which they may distribute as they see fit.

- There is no mechanic involving command staff in this scenario.

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

Rewards

Pay: Each person registered for the activity will receive five solars upon registration. A population card will also be given to members of the Duché de Bicol-line (Campagne for combatants, Ducasse for non-participants). Only the person concerned may collect their solars and population card at the Welcome Desk, during their own registration.



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Victory: The cumulative victory points of this campaign determine which front will be declared the winner at the end of the day. The three guilds with the most victory points are deemed the winners.

Guild Seal: To claim their rewards, the chosen guilds must hand over one of their seals to the Banque de l'Hippocampe on the day of the campaign itself. A front should 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' Purses: Front organizers will receive a purse equivalent to 10 solars per confirmed combatant present at the campaign, as recorded at the Welcome desk, to build a war chest and begin arranging payment deals for recruitment. This purse will be handed out during the Ducasse to one of each front's organizers, who must appear in person at the Banque de l'Hippocampe.

Armband Bonus: Armbands of each colour will be counted on the Sunday following the activity. A bonus of 100 solars will be paid into the virtual chest of guilds that returned 90% or more of the armbands distributed to their participants. Armbands may be handed to marshals at the end of the campaign or dropped in the bin provided for this purpose at the exit near the Welcome desk.

Recruitment Bonus: If all six fronts reach 100 registered participants, each front will receive an additional 350 solars on the purchase board. In the case of a full campaign, i.e. 125 registered participants per front, the bonus rises to 500 solars per front.

Victory Points: Fronts will have the opportunity to accumulate victory points at each chapter. Reward points will be distributed in proportion to the victory points accumulated during the campaign. Rewards will total a value of 15 solars per confirmed combatant present at the campaign, as recorded at the Welcome desk. A secret list of rewards and prizes will be revealed to command staffs during the Ducasse, directly at the Banque de l'Hippocampe. Organizers will be able to purchase the rewards of their choice by paying with reward points.

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

Points Count: Bicolline's organization will not disclose any count of points, scores, or remaining time during the campaign, except in the event of a withdrawal.



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Rules

All standard combat rules apply. For further details, please refer to the **Combat Rules** on the Duché de Bicolline website.

- **Authorized Weapons:** All weapons are authorized.
- **Protection:** All armour and shields are authorized.

Death and Healing

Unless otherwise stated in a chapter's description, a healing well works on the principle «you touch, you come back to life». A front may not be within ten metres of the opposing front's healing well (no camping among the dead). A marshal reserves the right to determine its boundaries.

Participants entitled to use a healing hourglass may do so.

There is no limit on hourglasses per front.



Miscellaneous

- Please return the Duché de Bicolline's game equipment to the inspection tent as soon as the campaign ends. You may also hand it directly to a marshal.
- Unless stated otherwise, water points 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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Intro Chapter – *Le face-à-face*

With everyone having received the same information, the six factions converge on the same spot. It's the first time they've all found themselves together, and no one intends to give up their place. Tension rises as each side sizes up its opponents before the real race begins. Who will take the early lead?

Deployment

- In the Plaine

- D1: Green
- D2: Yellow
- D3: White
- D4: Red
- D5: Blue
- D6: Purple

Field Boundary

- None.

Chapter Duration

- Ten (10) minutes.

Healing

- No healing.

Objectives

- *Objective 1*
- Eliminate the five (5) opposing fronts.
 - If there is no longer any obvious movement from the fronts in the central zone of the plain, the foghorn will sound. Beware, a participant who is too discreet might not be spotted by the marshals.
- The army controlling the marshal at mast M1 at the end of the allotted period will be declared the winner.

Rewards

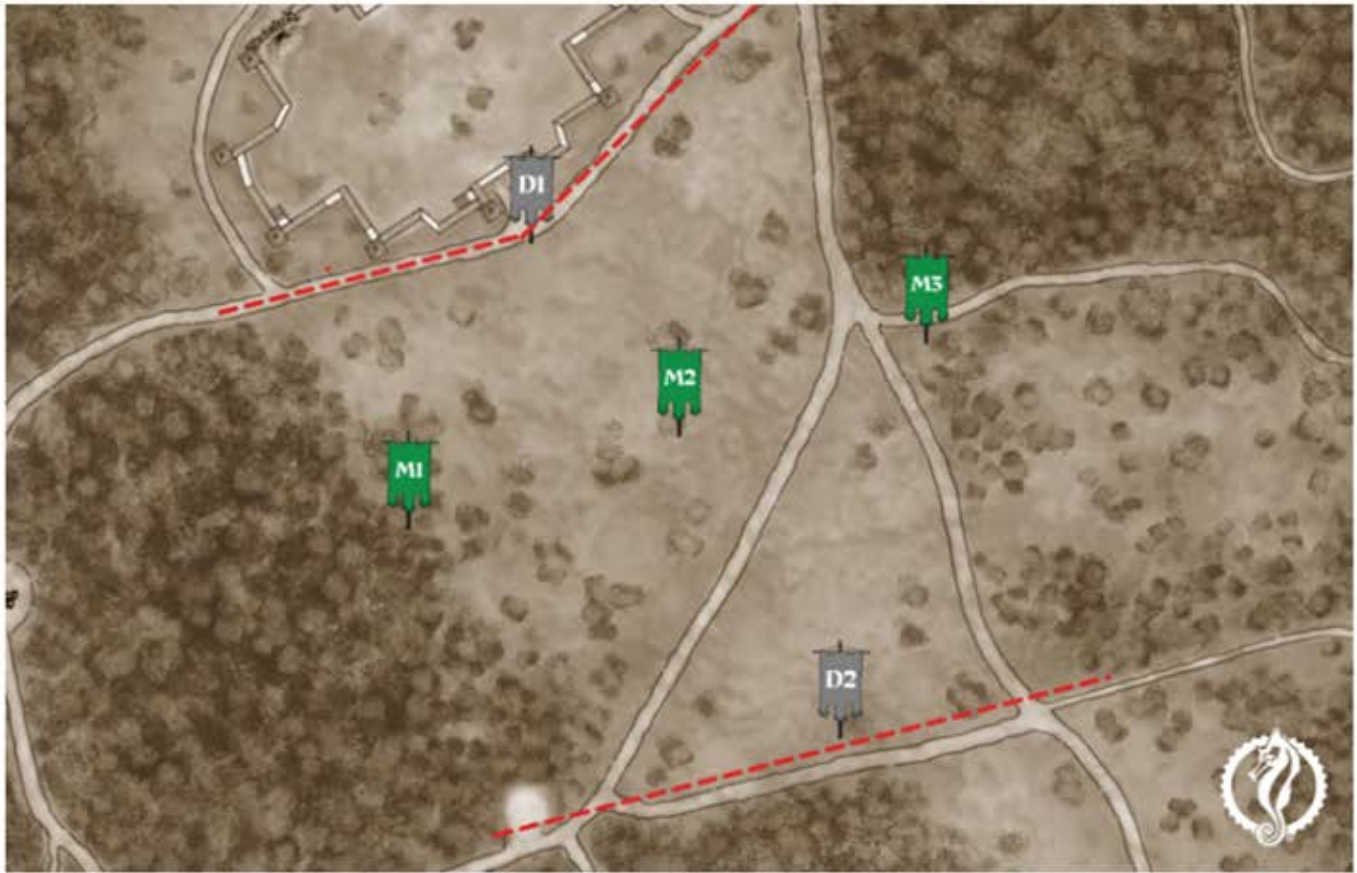
- *Objective 1*
- Ten (10) victory points for the winning front.



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Plaine Chapter – *La plaine maudite*

A vast field borders the baron's lands, with no cover whatsoever to hide behind. It is said that he buried one of his reserves beneath an old stone marker, in plain sight yet never found. Only one guild will hold the field to the end; the other will bite the dust.



Deployment

- D1 and D2.

Field Boundary

- The Plaine.

Chapter Duration

- Thirty (30) minutes.

Healing

- Healing hourglasses.
- One (1) healing well per front, represented by the entire path along which the red dotted line runs.

Objectives

- *Objective 1*
- Three (3) masts will be present at points M1, M2 and M3. They will be checked every three (3) minutes, simultaneously.

Rewards

- *Objective 1*
- One (1) victory point per check.



Non-Dec Chapter – À l'ombre du boisé

Further into the barony, a dense wood swallows up part of the domain, its paths known only to regulars. A cache is said to be hidden in the hollow of a dead tree, somewhere in the shadow of the thickets. Two guilds will cross paths there, but only one will emerge with the location.

Deployment

- D1 and D2.

Field Boundary

- The non-decorum camp.

Chapter Duration

- Thirty (30) minutes.

Healing

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

Objectives

- *Objective 1*
- A standard-bearer marshal will be stationed at each front's well.
- It will be possible to escort them to one of six (6) M markers of your choice and, once reached, accumulate time.
 - At any time, if the standard-bearer marshal finds themselves alone with no member of the front present, the accumulated time is reset to zero (0) and they walk back toward their front's healing well. They are not required to return to their well before being escorted again and may be intercepted along the way.
 - Once the accumulated time reaches four (4) minutes, the mast is considered defended.

Rewards

- *Objective 1*
- Five (5) victory points per defended mast.



Fort Chapter – *Cachée et fortifié*

The baron's fort still dominates the region, despite walls crumbling since his death. A cache is said to be sealed somewhere within its foundations, protected by stones that time has never managed to breach. Taking the fort is the only way to access this well-guarded cache.

Deployment

- D1 and D3.
- D2 and D4.

Field Boundary

- The Fort. The dead may leave the fort.

Chapter Duration

- Thirty (30) minutes.

Healing

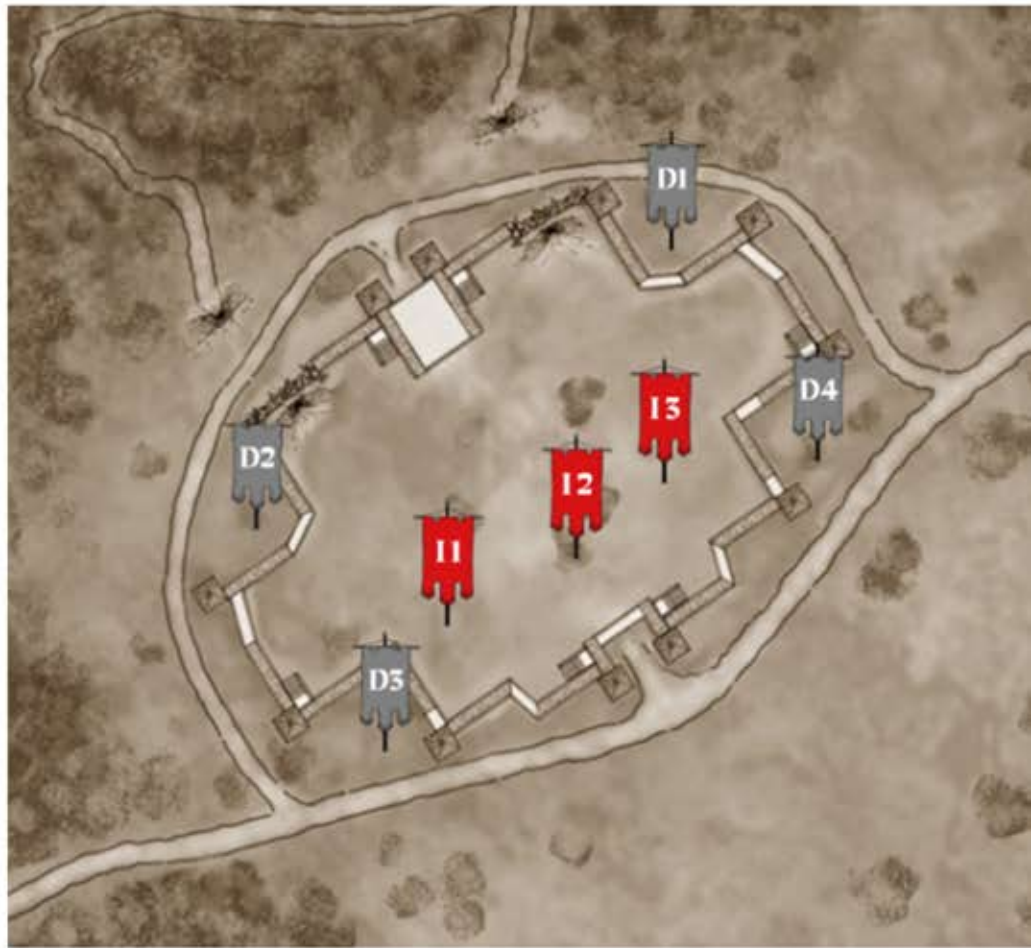
- Healing hourglasses and two (2) healing wells per front (D1-D3 and D2-D4).
- The wells open every three (3) minutes.
- The dead must leave the fort to use their healing well.

Objectives

- *Objective 1*
- Every three (3) minutes, a marshal will note which flag is raised all the way to the top of its pole (I1, I2 and I3).

Rewards

- *Objective 1*
- One (1) victory point for each fully raised flag.



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Quartier Nord Chapter – *Le chemin du minerais*

This road once carried ore from the mines to the market. A cache is said to have been buried along its length, hidden from prying eyes and from memory itself. The passage is narrow, and only one guild will have the privilege of taking it first; the other will have to look elsewhere

Deployment

- D1 and D2.

Field Boundary

- The Quartier Nord.
- It is possible to leave the road.

Chapter Duration

- Thirty (30) minutes.

Healing

- One (1) healing well per front (D1 and D2).
- Both fronts' wells start deactivated.
- No healing hourglasses.

Objectives

- *Objective 1*
- A marshal is stationed at I1 and does not move.
- If the marshal has no flag raised and is touched by a member of a front, they will raise that front's flag.
- If the marshal has a flag raised and is defended for two (2) consecutive minutes by the front not associated with the raised flag, they will lower the flag and raise the flag of the defending front at the end of the (two (2) minutes).
- The front whose flag is raised accumulates time, even if it is defended by the enemy front.
- If no flag is raised by the marshal, both fronts' wells are deactivated.
- If a flag is raised by the marshal, the well of the front whose flag is NOT raised is activated, and the well of the front whose flag IS raised is deactivated.

Rewards

- *Objective 1*
- One (1) victory point per minute of accumulated time.



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Vieille-Ville Chapter – *Le dernier village*

The village that lived off the baron's mining operations has emptied out since his death, leaving its streets to silence and dust. A cache is said to still be there, hidden in the rubble of a house or beneath the village well. Only one faction will leave with what it's looking for.



Deployment

- D1: The Vieille-Ville stage.
- D2: At the Sangliers camp.

Field Boundary

- Vieille-Ville.

Chapter Duration

- Thirty (30) minutes.

Healing

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

Objectives

- *Objective 1*
- Three (3) time boxes are present at points BT1, BT2 and BT3.

Rewards

- *Objective 1*
- Thirty (30) victory points in proportion to the total accumulated time (rounded to the nearest whole number).



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Faubourg Chapter – *Le quartier des tanneurs*

On the edge of the town, this district once bustling with leatherworkers is now nothing but a silent maze of deserted workshops. A cache is said to be hidden in one of the abandoned workshops, among rusted tools and forgotten hides. The confrontation that unfolds there will decide who gets their hands on it.

Deployment

- D1: North of the Faubourg.
- D2: South of the Faubourg.

Field Boundary

- Faubourg.

Chapter Duration

- Thirty (30) minutes.

Healing

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

Objectives

- *Objective 1*
 - A standard-bearer marshal walks back and forth on foot, staying roughly along the red line.
 - The marshal will pause for an indeterminate time at each end of the route.
 - A front will be able to accumulate time by following the standard-bearer marshal. Time accumulates only if a member of the front is present within five (5) feet of the standard-bearer marshal without a member of the opposing front present. If a member of each front is present within five (5) feet, the accumulation of time stops.

Rewards

- *Objective 1*
 - Thirty (30) victory points in proportion to the total accumulated time (rounded to the nearest whole number).



Extra Chapter – *Les fonds du coffre*

As the day draws to a close, a rumour still circulates among the belligerents: a few solars are said to have escaped the searches, forgotten in the heat of battle. For those returning empty-handed, it's a final chance not to go home completely empty-handed.

Deployment

- To the left of the Red line: the team with the lowest score.
- To the right of the Blue line: the team with the second-lowest score.

Battlefield

- The Vieille-Ville.

Chapter Duration

- Ten (10) minutes.

Healing

- Healing hourglasses.

Objectives

- *Objective 1*
- The organizers of the two (2) teams roughly at the bottom of the standings choose, in turn, one of the four (4) other teams, starting with the team with the lowest score.
 - This forms a 3 versus 3.
- Eliminate the opposing front.
- The army with the most combatants alive and still standing at the end of the allotted period will be declared the winner. Kneeling combatants will not be counted.
 - If there is no longer any obvious movement from the fronts, the foghorn will sound.
- Beware, a participant who is too discreet might not be spotted by the marshals.

Rewards

- *Objective 1*
- 300 solars for the winning team, to distribute as it sees fit.



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Chapter D – À la soupe !

Deployment

- Vieille-Ville eatery.

Chapter Duration

- Sixty (60) minutes.
- Deployment for the next chapter will take place at 1:50 PM to be ready to start at 2:10 PM.

Objectives

- Get your meal from the cook.
- Eat up.
- Use the bins for waste.
- Catch the deserters.
- Fill your canteen.

Victory Condition

- Eat and drink before imminent death.
- Do not desert.

Rewards

- Fullness.
- Hydration.
- BONUS : nice fraternal discussions about the meaning of life despite the paranoia.

