

L'artefact introuvable

CAMPAGNE



7 NOVEMBRE 1026



DUCHÉ DE BICOLLINE





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In the taverns and waystation inns of Mundus, a strange rumor has been echoing for several moons'now. An artifact of inestimable value is said to have been discovered, but no one has seen it with their own eyes, so no one knows what it looks like. Yet everyone has their own theory about what it is.

For the Hibou d'Argent, it must hold knowledge forgotten for generations. That was all it took to organize an imperial archaeological campaign, starting by filling out Form A-38, which authorizes the use of shovels!

Ferrata Fidelis, for its part, is convinced that it is linked to the Grandes Oeuvres or that a Joor'Aar is hiding behind it all. No question of letting anyone come near it. This artifact must end up in its hands, whatever the price.

For the Sang Sombre guild, there is no doubt. If it's rare, it's worth its weight in gold. And if it's gold, we can melt it down to make nationalist badges. We need it!

As for the Cirque Sans Nom, it isn't really looking for the artifact. Its members simply want to recover the pieces of their airship, scattered to the four winds after a "soft landing" that was spectacular, to say the least. Curiously, no one seems to have noticed that the rumor appeared at about the same time the airship hit the ground.

Four banners, four ambitions, one myterious artifact. And, quite probably, plenty of surprises along the way.



How to Register

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)
 - Chicken or veggie Sish-taouk sandwich
 - Lentil soup
- **DINNER:** CA\$24.00 + taxes (CA\$27.59)
 - Chicken poutine or regular poutine

Registration for the campaign includes access to the Ducasse that follows, as well as a Campaign population card for members and 5 solars. Registration is non-refundable but remains transferable to another person until the day of the event. On-site registration is not available.

When you register, please make sure you have the QR code you received via email upon payment or a valid photo ID. Combatants 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 to register with a meal package is the Monday before the event, namely **November 2, 2026, at noon**. The deadline to register without a meal package is the Friday before the event, namely **November 6, 2026, at 5:00 PM**.

The activity is designed for four fronts of at least 175 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 the organizers of each front directly to detail the exact procedure to follow.



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To manage registrations, you must contact the front organizers:

Sang Sombre (Blue)

- Rémi Gagné (gagne.remi028@gmail.com)
- Lou Scott (Bigmagic_006@hotmail.com)
- David Gougeon (gougeon.david01@gmail.com)

Hibou d'Argent (Red)

- Patrick Lapointe (Patrick.lapointe.17@gmail.com)
- Daniel Cayley-Daoust (daniel.cayleydaoust@gmail.com)
- Loup Caron (caronloup@gmail.com)

Ferrata Fidelis (Yellow)

- Zoey Kryszewski (Zoey@jinxed.ca)
- William Lefebvre (w.lefebvre.tech@gmail.com)

Cirque Sans Nom (Green)

- Colin DeVries (Colinmdevries@gmail.com)
- Christopher DeCicco (chrisjdecicco@gmail.com)
- Tom DiLella (tdilella@gmail.com)



Registration Details for Non-Participants

It is possible to register for the campaign in order to enjoy your guild facilities during the day and attend the evening Ducasse. 100 spots will be available for non-participants on a first-come, first-served basis.

Pricing

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

The price of the activity **does not include lunch and dinner**, but it is possible to purchase a meal package.

LUNCH: CA\$22.00 + tax (CA\$25.29)

- Chicken or veggie Sish-taouk sandwich
- Lentil soup

DINNER: CA\$24.00 + tax (CA\$27.59)

- Chicken poutine or regular poutine



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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 it remains transferable to another person until the day of the activity. It is not possible to register at the door.

When you register, please make sure you have the QR code you received by email at the time of payment, or a piece of photo ID. Non-participants who cannot present one of these two documents will not be admitted.

How 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 to register with a meal package is the Monday before the event, namely **November 2, 2026, at noon**. The deadline to register without a meal package is the Friday before the event, namely **November 6, 2026, at 5:00 PM**.

- **By registering, a non-participant agrees to follow the rules below, under penalty of expulsion:**
- **Go inside their cabin if combat is planned in the area (watching the combat from an upstairs balcony is permitted where applicable);**
- **Not light any fire before receiving authorization;**
- **Not interfere in the combat in any way;**
- **Not take the place of a combatant who drops out or is injured.**

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

Schedule

Arrival of Combatants

On the Day of the Activity

Combatants are expected at the drop-off area of the Auberge de Bicolline **starting at 8:00 AM** on Saturday morning. Please park in the P1 parking lot across the street, except for owners of cession parking spots. **No cars will be allowed to circulate on the site on the day of the activity.**

Latecomers must join the activity in progress after going through homologation. It is the latecomer's responsibility to find a marshal who can approve their weapons before joining the combat.





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Arrival of Non-Participants

Non-participants are expected at the drop-off area of the Auberge de Bicolline **starting at 10:00 AM** on Saturday morning. Please park in the P1 parking lot across the street, except for owners of cession parking spots. **No cars will be allowed to circulate on the site on the day of the activity.**

Once registered, non-participants must go to their guild building. If a scenario chapter is taking place near their camp when they arrive, non-participants must wait until the hostilities are over before heading to their cabin.

Arrival on Friday and Departure on Sunday

Cessionnaires (combatants and non-participants) will be able to arrive on Friday starting at **5:00 PM** to sleep on-site. Reception will be open for check-in from **5:00 PM to 9:00 PM**, and check-in must be completed before that time. The gates and site access will close at **10:00 PM**; all vehicles must be brought back to the P1 parking lot, across the street, or to the cession parking lot, as applicable, before that time.

Cessionnaires may also sleep on-site after the activity. No cars will be allowed to circulate on the site on the day of the activity, but access will be possible the next morning. Cessionnaires must leave the site no later than **2:00 PM** on the Sunday following the event.

How the Day Unfolds

Chapters follow one another, and the accumulation of victory points will only be revealed at the end of the event, at the Ducasse that follows.

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

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



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Daily Schedule

Time	L'artefact introuvable
8:00 AM to 9:30 AM	Arrival, registration, and inspection
9:00 AM	Duel
9:30 AM to 10:00 AM	Deployment
10:00 AM to 10:10 AM	Introduction Chapter – May the Best Win!
10:30 AM to 11:00 AM	Chapter 1A – Hold the Plain
11:20 AM to 11:50 AM	Chapter 1B – Each to Their Own Standard
12:10 PM to 12:40 PM	Chapter 2A – The Vieille-Ville
1:00 PM to 2:00 PM	Lunch in Haute-Ville
2:20 PM to 2:50 PM	Chapter 2B – The Road Back
3:10 PM to 3:40 PM	Chapter 3A – Cleaning House
4:00 PM to 4:30 PM	Chapter 3B – Gathering Clues
5:00 PM	End of the campaign and dinner in Haute-Ville
6:00 PM	Start of the Ducasse
7:00 PM	Unveiling of the winnings purchase list

Apart from the Introduction chapter, all clashes will take place in parallel on two fields to accommodate four fronts. Here is the rotation schedule:

	D1	D2	D1	D2
	Chapter 1A		Chapter 1B	
10:30 AM	Red	Blue	Green	Yellow
11:20 AM	Green	Yellow	Red	Blue
	Chapter 2A		Chapter 2B	
12:10 PM	Green	Red	Yellow	Blue
2:20 PM	Yellow	Blue	Greene	Red
	Chapter 3A		Chapter 3B	
3:10 PM	Blue	Greene	Red	Yellow
4:00 PM	Red	Yellow	Blue	Green



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Delays

Unless otherwise indicated in a chapter's description, the end of the chapter will be shortened by the accumulated delay. For example, a chapter lasting forty minutes will be reduced to thirty-three minutes if there is an accumulated delay of seven minutes, thus 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) and no 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 expelled.*

Wearing adequate protection is recommended for all combat activities of the Duché de Bicolline.

For everyone's respect and fire safety, smoking and vaping are prohibited during a combat chapter.

General Staff

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

- There are no general staff mechanics in this scenario.

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

Winnings

Pay: Each person registered for the activity will receive five solars at check-in. A population card will also be given to members of the Duché de Bicolline (Campaign Card for combatants, Ducasse Card for non-participants). Only the person concerned may pick up their pay and their population card at the Accueil, at their own check-in.





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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 **two guilds** with the most victory points are considered the winners.

Guild seal: To collect their winnings, the chosen guilds must hand in a seal belonging to them to the Banque de l'Hippocampe on the day of the campaign itself. A front must therefore keep a seal on hand if the campaign takes place after the end of the season. A seal from any sphere may be used.

Generals' purses: The front organizers will receive a purse equivalent to 10 solars per combatant confirmed as present at the campaign by the Accueil, in order to have a war chest to begin making payment agreements for recruitment. This purse will be handed out during the Ducasse to one of the organizers of each front, who must appear in person at the Banque de l'Hippocampe.

Armband bonus: The armbands of each color will be counted on the Sunday following the activity. A bonus of 350 solars will be paid into the virtual vault of guilds that return 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 that purpose at the exit near the Accueil.

Recruitment bonus: If all 4 fronts reach 150 registered participants, each front will receive an additional 350 solars on the purchase board. In the case of a full campaign, i.e., 175 registered participants per front, the bonus rises to 500 solars per front.

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

Expansion: 5 outposts will be available for purchase in the winnings list. Each front, in descending order of victory points, will have the opportunity to buy 1 at a time or to pass and thereby withdraw from the process. This process will be repeated until no outposts remain on the list or all fronts have withdrawn.

Notoriety: Each of the guilds forming the general staff of the fronts will receive one notoriety point, and the victorious guilds will receive one additional notoriety point.

Point tally: The Bicolline organization will not communicate any tally of points or scores during the campaign, except in the event of a forfeit.



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Rules

All the usual combat rules apply. For more details, please refer to the Combat Rules available on the Duché de Bicolline website.

- **Permitted weapons:** All weapons are permitted.
- **Protection:** All armor and all shields are permitted.



Death and Healing

Unless otherwise indicated in a chapter's description, a healing well works on the principle "you touch, you come back to life." It is forbidden for a front to be within ten meters of the opposing front's healing well (no death camps). A marshal reserves the right to determine its limits.

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

There is no limit on hourglasses per front.



Miscellaneous

- Please return Duché de Bicolline game material to the homologation tent as soon as the campaign ends. You may also hand it directly to a marshal.
- Water points on the grounds will be closed. Water jugs will be available near the combat fields.



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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The Duels

At the first crossroads, the four banners found themselves nose to nose, each claiming to have arrived first and to know where the artifact was. Unable to agree, they did what has always been done in such cases: they chose champions. Let the best blades settle the dispute and let the others take notes.

Deployment

- First Duel: Blue vs. Red
- Second Duel: Yellow vs. Green
- Third Duel: the losers (determines 3rd and 4th places)
- Fourth Duel: the winners (determines 1st and 2nd places)

Field Boundaries

- The arena defined by the marshals.

Chapter Duration

- Until elimination.

Healing

- None.

Objectives

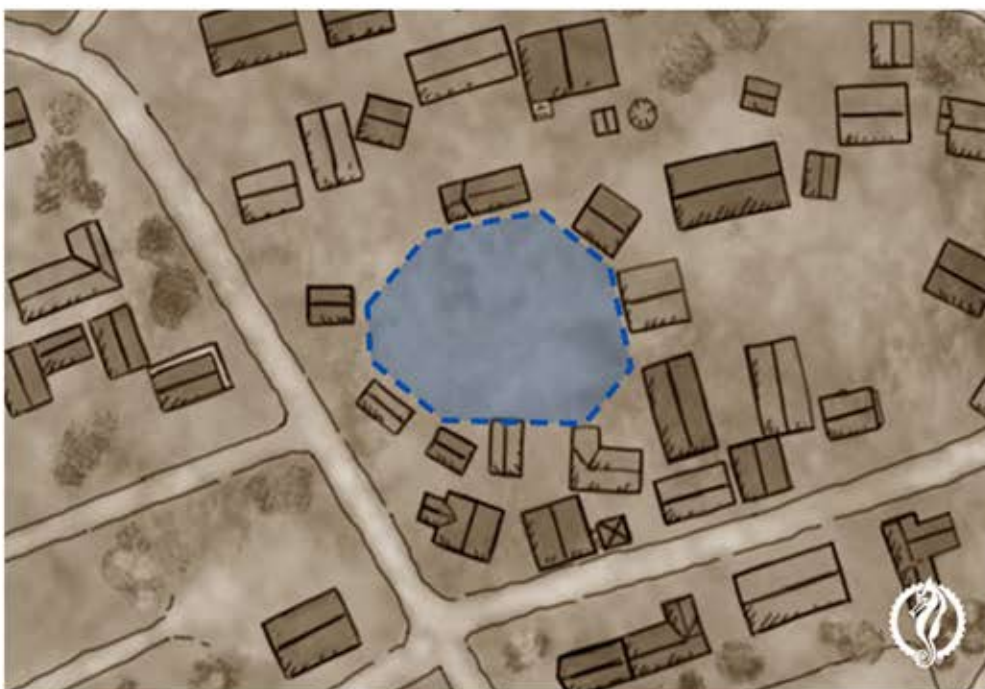
Objective 1

- Single-elimination duel between champions.
- Sword and shield only; armor is not taken into account.
- The first combatant to land two (2) hits wins the duel.

Winnings

Objective 1

- Choice of deployment point for the introduction scenario.
- The holder of 1st place chooses first, then the other fronts according to their final ranking.





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Intro Chapter – *May the Best Win!*

After the duels, each camp claimed to have won. The Hibou d'Argent had taken notes, Ferrata Fidelis disputed the result, Sang Sombre was already demanding its share of the spoils, and the Cirque Sans Nom was applauding just about everyone. Since no one was willing to give way, it was agreed to widen the debate. From now on, each banner must eliminate its adversaries. The last ones standing will be proven right.

Deployment

On the Plain

- D1: According to Duel
- D2: According to Duel
- D3: According to Duel
- D4: According to Duel

Field Boundaries

- The Fort Plain.

Chapter Duration

- Ten (10) minutes.

Healing

- Healing hourglasses.

Objectives

Objective 1

- The front that controls M1 after ten (10) minutes will be considered the winner.
 - In case of doubt, the marshals will determine the winner.

Winnings

Objective 1

- Ten (10) victory points to the winner.



Chapter 1A – Hold the Plain

In the middle of the forgotten territory lies a vast plain. Not many trees, no ruins, not much of anything, to tell the truth. Except that something is said to have been seen shining at the bottom of a brand-new crater. The Hibou d'Argent sees an excavation site, Ferrata Fidelis a sign, Sang Sombre an opportunity, and the Cirque Sans Nom, strangely, a sense of déjà vu. There is only one certainty on which all agree: whoever holds the plain long enough will eventually find out what is hidden there.

Deployment

- 10:30 AM: D1 = Red / D2 = Blue
- 11:20 AM: D1 = Green / D2 = Yellow

Field Boundaries

- The Non-Décorum is not accessible.

Chapter Duration

- Thirty (30) minutes.

Healing

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

Objectives

Objective 1

- Every five (5) minutes, including at the start of the scenario, a position mast (M1, M2, or M3) will be announced as active.
- When a new position mast becomes active, the previous mast becomes inactive. At the end of the chapter, the active mast becomes inactive.
- When a mast becomes inactive, a reading is taken on it.
- The announcement of the new active mast is made at each front's deployment point.
 - The sequence is unknown to participants but will never repeat the same mast immediately.

Winnings

Objective 1

- Fifteen (15) victory points distributed by ratio of readings.



Chapter 1B – *Each to Their Own Standard*

As soon as they arrived, all the banners had the same reflex: plant their standard and claim these lands as their fief. Naturally, the emblems ended up a little too close to one another. Each camp will have to defend its patch of land and, while it's at it, seize the neighbor's flag. After all, a standard taken from the enemy remains a hard argument to dispute.

Deployment

- 10:30 AM: D1 = Green / D2 = Yellow
- 11:20 AM: D1 = Red / D2 = Blue

Field Boundaries

- The non-décorum camp.

Chapter Duration

- Thirty (30) minutes.

Healing

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

Objectives

Objective 1

- Control the time boxes (BT1, BT2, and BT3).

Objective 2

- Retrieve your standard and bring it back to your deployment point.
 - The standard is carried by a marshal who cannot run.
 - The marshal must be accompanied. If left alone, the marshal must return to their starting point with the standard.
- The front deployed at point D1 must retrieve standard A.
- The front deployed at point D2 must retrieve standard B.

Winnings

Objective 1

- Seven (7) victory points in proportion to total accumulated time, rounded.

Objective 2

- Four (4) victory points are awarded to the front that retrieves its standard.
- Four (4) victory points are awarded if the opposing front fails to retrieve its standard.



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Chapter 2A – The Vieille-Ville

The elders called it the Vieille-Ville. Today, all that remains are a few rustic cabins around a small playground. But since word got around that a passerby saw a strange glow there, everyone has been rushing in. Every banner wants to settle there, each sees in it proof of its own theory, and none intends to share the premises. The alleys are narrow, the walls are rickety, and tempers flare quickly. May the most tenacious take the place.

Deployment

12:10 PM: D1 = Green / D2 = Red

2:20 PM: D1 = Yellow / D2 = Blue

Field Boundaries

- The Vieille-Ville.

Chapter Duration

- Thirty (30) minutes.

Healing

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

Objectives

Objective 1

- Take control of the masts.
 - A front controls a mast when it has the greatest number of members within a radius equal to the reach of a spear around it.
 - In case of doubt or a tie, no reading is counted.
- There are two (2) mobile masts (R) that will move randomly within the area outlined in yellow.
- There is one (1) fixed mast (M1).
- Every six (6) minutes, a reading is taken on each mast to determine which front controls it.

Winnings

Objective 1

- One (1) victory point for each reading.



Chapter 2B – The Road Back

Still no artifact. The Hibou d'Argent has filled three notebooks with useless notes, Ferrata Fidelis has turned over every stone in the area, Sang Sombre has searched everything without finding anything sellable, and the Cirque Sans Nom has only recovered a wheel and a scrap of canvas. The mood is gloomy and supplies are scarce. Everyone therefore decides to head back to camp to regain their strength. The problem is that everyone had the same idea at the same time, and the roads are not wide enough for four banners.



Deployment

- 12:10 PM: D1 = Yellow / D2 = Blue
- 2:20 PM: D1 = Green / D2 = Red

Field Boundaries

- The Vieille-Ville.

Chapter Duration

- Thirty (30) minutes.

Healing

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



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Objectives

Objective 1

- Bring the cart from point D1 to point D2.
 - The cart starts stationary at point D1.
 - It can advance along the path to point A only when the pennant from each mast #1 has been brought back to the cart.
 - When the cart is at point A, it stops. It is then possible for front D1 to retrieve the pennant from each mast #2 and bring it back to the cart.
 - When the two (2) pennants #2 have been brought back to the cart, well D2 closes and it becomes possible for the cart to advance along the path to D2.
 - The pennants are attached to their respective position mast and can only be unhooked by front D1.
 - Once retrieved, they remain the property of their bearer, even if the bearer is dead, and must be brought back to the cart.

Winnings

Objective 1

- Two (2) victory points are awarded to front D1 for each pennant brought back to the cart.
- Three (3) victory points are awarded to front D1 if the cart reaches point A.
- Four (4) victory points are awarded to front D1 if the cart reaches point D2.
- Front D2 earns a total of fifteen (15) victory points, minus the number of victory points accumulated by front D1.



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Chapter 3A – Cleaning House

When you think about it, the search for the artifact could have been quite simple, if it weren't for the others... The Hibou d'Argent finds Ferrata Fidelis too zealous, Ferrata Fidelis finds Sang Sombre too greedy, Sang Sombre finds the Cirque Sans Nom too noisy, and the Cirque Sans Nom thinks everyone lacks a sense of humor. After careful thought, each camp arrives at a most practical solution: a little housecleaning. Those left on the field last will have all the leisure to search in peace.

Deployment

- 3:10 PM: Blue = D1 / Green = D2
- 4:00 PM: Red = D1 / Yellow = D2

Field Boundaries

- The section below the dotted red line is inaccessible.

Chapter Duration

- Thirty (30) minutes.

Healing

- One (1) healing well per front (D1 and D2).
- No healing hourglasses.

Objectives

Objective 1

- Kill as many members of the opposing front as possible.
 - Each resurrection at the healing well will be counted to determine the number of deaths counted for each front.
 - A dead player must head to their well as quickly as possible to be counted, without disturbing the surrounding combat.

Objective 2

- Control points #1 and #2 at the end of the scenario.
 - In case of doubt, the marshals will determine which front is in control.

Winnings

Objective 1

- Eleven (11) victory points distributed in proportion to the number of deaths, rounded.

Objective 2

- Two (2) victory points for the front that controls point #1 at the end of the scenario.
- Two (2) victory points for the front that controls point #2 at the end of the scenario.



Chapter 3B – Gathering Clues

Clues are everywhere, whether it's a rusty nail, an orphaned boot, or a length of rope knotted in a suspicious way. The problem is that no one agrees on what they mean. For some, the nail proves the existence of a vanished civilization. For others, the boot is an omen. Some have already put a price on the rope, while others swear that all of this comes from their airship and demand that it be returned to them. When in doubt, each banner picks up absolutely everything lying around; we'll sort it out later.



Deployment

- 3:10 PM: Red = D1 / Yellow = D2
- 4:00 PM: Blue = D1 / Green = D2

Field Boundaries

- The section above the dotted red line is inaccessible.

Chapter Duration

- Thirty (30) minutes.

Healing

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



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Objectives

Objective 1

- Front D1 will receive, at its deployment point, five (5) ingots every five (5) minutes as well as at the start of the chapter.
- Front D1 may deposit its ingots in one of the two zones, A or B.
 - Once deposited, ingots can no longer be moved.
 - Each ingot deposited in zone A counts for one (1) credit, while each ingot deposited in zone B counts for two (2) credits.
 - An eliminated member carrying an ingot must keep it and return to the healing well to be resurrected.
 - Ingots may only be handled by front D1.

Objective 2

- A standard-bearer marshal (M1) will move back and forth along the green line.

Winnings

Objective 1

- Front D1 earns up to ten (10) victory points, calculated in proportion to the number of credits recovered, out of a maximum of sixty (60) credits.
- Front D2 earns the remaining number of victory points to reach a total of ten (10) points. For example, if front D1 earns six (6) victory points, front D2 earns four (4).

Objective 2

- Five (5) victory points in proportion to total accumulated time, rounded.

