

## *The campaigns of the Duché*

When you are interested in organizing a campaign, you must first contact the game master at [maitredejeu@bicolline.org](mailto:maitredejeu@bicolline.org) and discuss the possibilities to do so. You must first get an idea of the type of campaign that interests you and also try to find an opponent. It is important that you and your opponent do not have the same allies, which would be very detrimental to your recruiting efforts.

Then, when the type of campaign is determined, the game master will propose a date available to hold the activity. The two generals will be invited to participate in the writing (title and synopsis as well as chapter ideas where appropriate). The generals will have to recruit and also help promote the activity.

Here are the different types of campaigns:

**Notoriety Campaign:** Campaign to determine who is the best between the two groups. This type of campaign can win a few lots, but especially notoriety points.

- 1 point of notoriety to take a front of campaign (only if this point has not already been accomplished by the guild).
- 1 point of notoriety for the victory (victory point during de campaign).
- 1 point of notoriety for the most important chapter during the day.
- All other chapters report one or more lots.

**Military Maneuver Campaign:** This type of campaign allows you to try out battle scenarios that are new and a bit more strategy oriented. It is made to help at the formation of combat units and recruitment. A campaign of this type is very similar to the format of the notoriety campaigns.

- 1 point of notoriety to take a front of campaign (only if this point has not already been accomplished by the guild).
- Recruitment: Gain in Militia, Elven Militia, thief, Skirmisher, Wolf Rider, Embedded Fighter, Ratman, Mercenary, Undead or Pirate depending on the nature of the guilds being the generals.
- Training: Gain as a professional soldier, rider and flobart if guilds have military specialization. Assassin and archer if clandestine as specialization. Adventurer if exploration as a specialization.
- Adoubement: The winner of the campaign has the opportunity to make a ceremony (and pay in influences) at the end of the campaign or in the evening to form: knights, veil of war, ilta matcha (if the winning front is a Elven Guild), orc warrior (if the winning front is an orc or goblin guild) and minor demon (if the winning front is a "demonic" guild).



**Campaign of Wealth / looting:** Campaign promoting wealth gain. This type of campaign could be done continuously or in episodes. It could be a campaign of pirates who approach another ship as a group of knights who destroy a den of renegades. There is no need for actions in the geopolitical game to bring this kind of campaign.

- 1 point of notoriety to take a front of campaign (only if this point has not already been accomplished by the guild).
- Gain associated with the flavor of guilds with a general in the campaign.  
Example: maritime guilds could see their lots prioritize the maritime resources, solars and gems, all that is needed in the construction of a ship, a treasure map or cards, etc.

**Expansion Campaign:** These campaigns allow the game master to re-issue domain titles that have not been “entretenu” for two consecutive years or are “friche”. There is no need for actions in the geopolitical game in order to take a side during an expansion campaign. It is also possible for two groups to decide for themselves to put domains at stake during a campaign of this kind. In this case, you just have to communicate with the game master so that everything stays within the rules. These campaigns are rare and do not involve much gains except for the coveted domain.

- 1 point of notoriety to take a front of campaign (only if this point has not already been accomplished by the guild).
- Gain in domains: It depends on the number of domains made available by the game master.
- Other Gain: The prizes won will be linked to the war and the conquest (armaments, equipment, etc.).

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Here are other types of combat activities in the Duché de Bicolline universe. It should be noted that the Duché reserves the right to add any type of activity that can improve the immersive experience.

**Scripted campaign:** This type of campaign is developed by the game masters to start a story, to advance or to finish one. Often, it will be a continuous scenario putting forward one of the game spheres (occult, belief, exploration, etc.) and will have specific rules imposed and described in the activity document.

- 1 point of notoriety to take a front of campaign (only if this point has not already been accomplished by the guild). On the other hand, during a campaign of this kind, there is a good chance that no point of notoriety will be granted for a multi-front.
- Gains vary according to the specified sphere and objectives.

**Skirmish:** Skirmishes are small scenarios during the Bataille de Bicolline that can win a few lots. These can be different each year. A skirmish can also be a baroud d'honneur settlement.



- 1 point of notoriety to win a skirmish (only if this point has not already been completed by the guild).
- Beware, if the skirmish is a baroud d'honneur, it does not give the point of notoriety for a skirmish.
- Gain will be determined during the Bataille de Bicolline event.

**Baroud d'honneur:** A baroud d'honneur serves to settle a conflict of the geopolitical game. Either prevent an annexation or succeed in having his income during the great battle. The baroud d'honneur rules are in the player's book.

- 1 point of notoriety to win a baroud d'honneur (only if this point has not already been accomplished by the guild).
- Be careful, if the baroud d'honneur is set during a skirmish of the Bataille de Bicolline, this one does not give the point of notoriety for the skirmish.
- Gain: Negotiated with the game master in connection with the conflict. See annexation and income from Bataille de Bicolline.

**Invasion Scenario:** An Invasion Scenario is a large-scale military campaign that is play in continuous. The duration is often longer than a normal campaign. The invasion serves to settle a conflict in the geopolitical game that involves several domains, groups, provinces that can go as far as a conflict between two kingdoms. The gains of an invasion are as different as the conflicts and adjust accordingly.

- 1 point of notoriety to take an invasion front (only if this point has not already been completed by the guild).
- 2 notoriety points to win an invasion scenario (only if this point has not already been completed by the guild).
- Gain: In connection with the conflict, these may include domains, fiefs, a province, battle money, destruction points on banners, etc. Everything is negotiated with the game master.

**Grande Bataille:** The conflict of the *Bataille de Bicolline* can take a lot of shape and we will not detail here a particular type. This can be related to a sphere, a major conflict in the geopolitical game, a war between two nations or lords, etc.

- 2 points of notoriety for leading a battle front (only if this point has not already been completed by the guild).
- 2 points of notoriety for having won a *Bataille de Bicolline* (only if this point has not already been accomplished by the guild).
- Gain: Can take many forms such as lots, destruction points, solars, etc.

