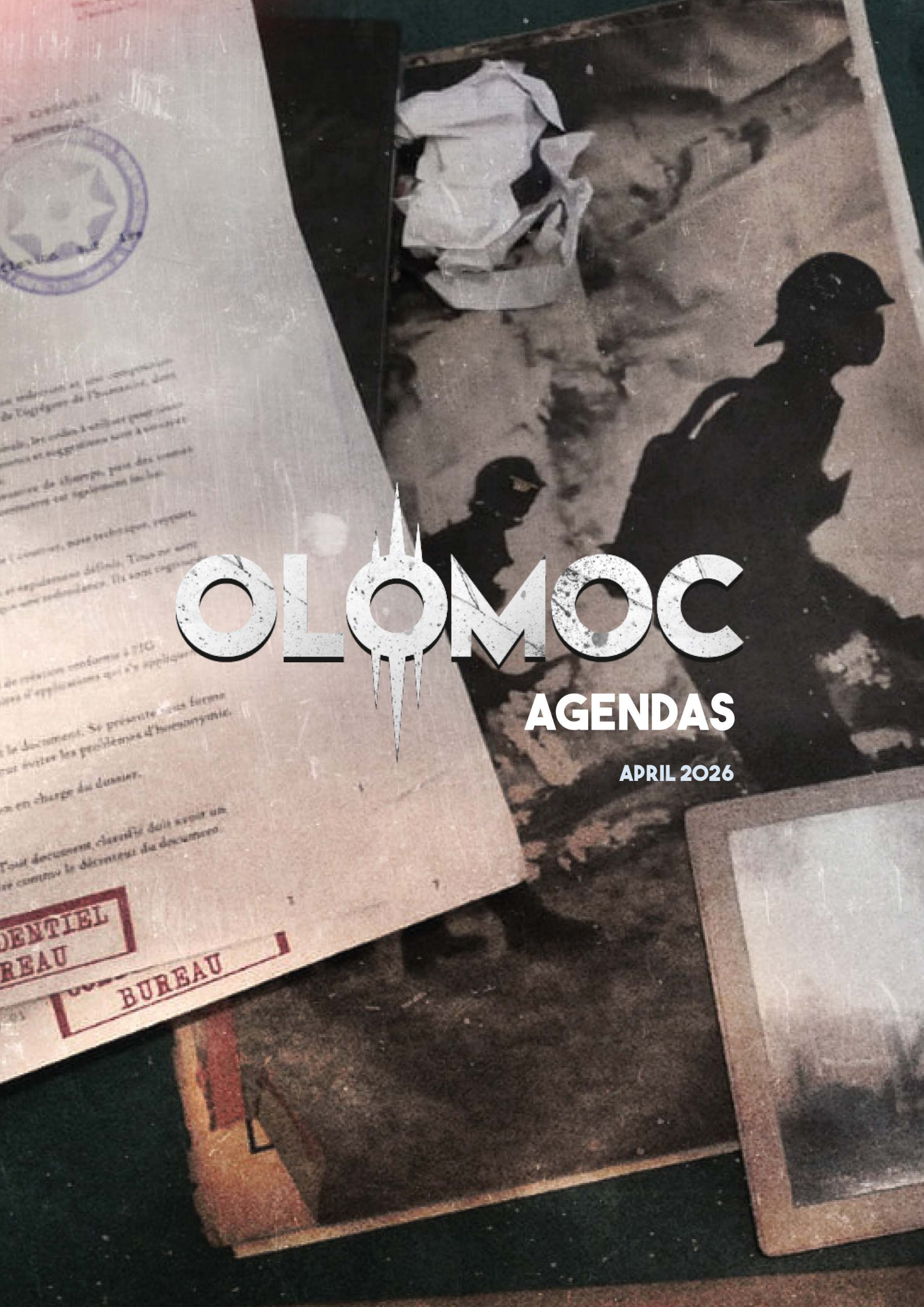

OLOMOC
AGENDAS
APRIL 2026
BUREAU

# TABLE OF CONTENTS

## AGENDAS


PROSPECTION ..... 4

QUANTUM ANOMALY ..... 5

VISITS ..... 6

THE LOST HYPOGEUM ..... 7

QUANTAR BATTERIES ..... 8

SABOTAGE ..... 9






THE GARGOYLE ..... 10






THE PNEUMATIC NETWORK ..... 11

THE CARTORGRAPHER ..... 12

ALONE IN THE DARK ..... 13







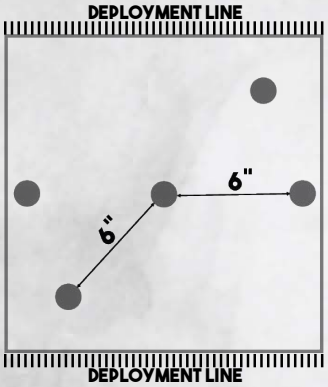

COUPONS DE RATIONNEMENT

# PROSPECTION

*Every corner of the Block could be defined by its secrets: hidden doors, assorted objects, or quantum manifestations. They are subjected to systematic erasure by the Administration. Such secrets could indeed reveal truths and great knowledge that would upset the balance of the new world order. Studying them is therefore a major objective for any cabal.*

**SETUP**

Place 3 Secret markers (30 mm base) on one of the Block's midlines : one Secret in the center, and one on each side 6'' from it. Then place 2 Secrets on one of the Block's diagonals, 6'' from the central Secret.






**SPECIAL RULES**

A free cog in contact with a Secret may, if it has no allied study token on it, target it to use the following ability :

**Study** + : Make a Stat Roll of . If successful, place an allied study token on the studied Secret.

**VICTORY POINTS**

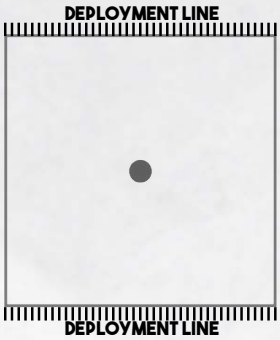
Each player scores X victory points whenever they place an allied study token on a Secret, where X is the number of successes rolled on the corresponding stat roll. X cannot be higher than 2.
Each player scores X victory points whenever an enemy cog is taken out of action, where X is the rank value of the cog taken out of action.

# QUANTUM ANOMALY

*Rumor has it that a quantum anomaly has been spotted within the Block of Olomòc.*
*More than ever in search of answers, that is all it takes for two cabals to find themselves directly involved in studying it.*

## SETUP

Place 1 Anomaly marker (30 mm base) in the center of the Block.






## SPECIAL RULES

A free cog in contact with the Anomaly may target it to use the following ability :

➲ **Study** + : Make astat roll of . If successful, your opponent may place the Anomaly within 4".

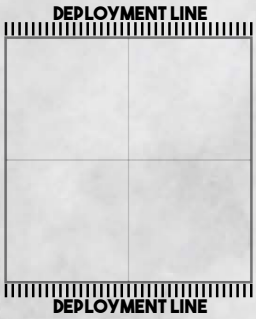
## VICTORY POINTS

Each player scores X victory points whenever they study the Anomaly, where X is the number of successes rolled on the corresponding stat roll.
X cannot be higher than 3.
Each player scores X victory points whenever an enemy cog is taken out of action, where X is the rank value of the cog taken out of action.

# VISITS

*Certain areas are subject to frequent visits from creatures that emerged from the Artefact.*
*Holding position there is a fundamental tactical objective for understanding the behavior and intentions of the things that came from elsewhere.*

**SPECIAL RULES**
This agenda is played using the starter Artefact deck Rogue (the one that contains the Rogues).
During Artefact setup, you must select the 3 Rogue cards and place them on top of the deck.









**VICTORY POINTS**
At the end of each cycle, each player scores 1 victory point for each quarter of the Block they control.
The quarters are defined by the midlines. A quarter of the Block is controlled by the player whose total stat values of cogs entirely within that quarter is strictly higher than their opponent's.

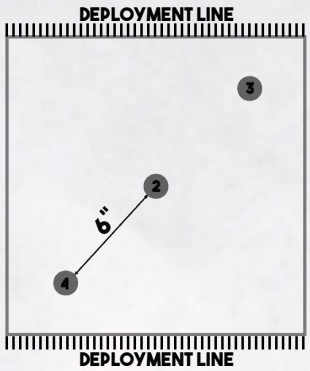
Each player scores X victory points whenever an enemy cog is taken out of action.
X is the rank value of the cog taken out of action.

# THE LOST HYPOGEUM

*The rediscovery of a lost hypogeum—an underground complex dating back to the origin of the Blocks—is a major event for the cabals of the secret war. Controlling one of its access points means securing your hold over the truths it contains..*

## SETUP

Place 3 Door markers (30 mm base) on one of the Block's diagonals : one Door in the center and one on each side 6'' from it. The center Door is numbered 2. One of the others is numbered 3, and the last is numbered 4.
A Door is active when the current phase number matches its number.






## SPECIAL RULES

A free cog in contact with an active Door, with no allied open token on it, may target it to use the following ability :

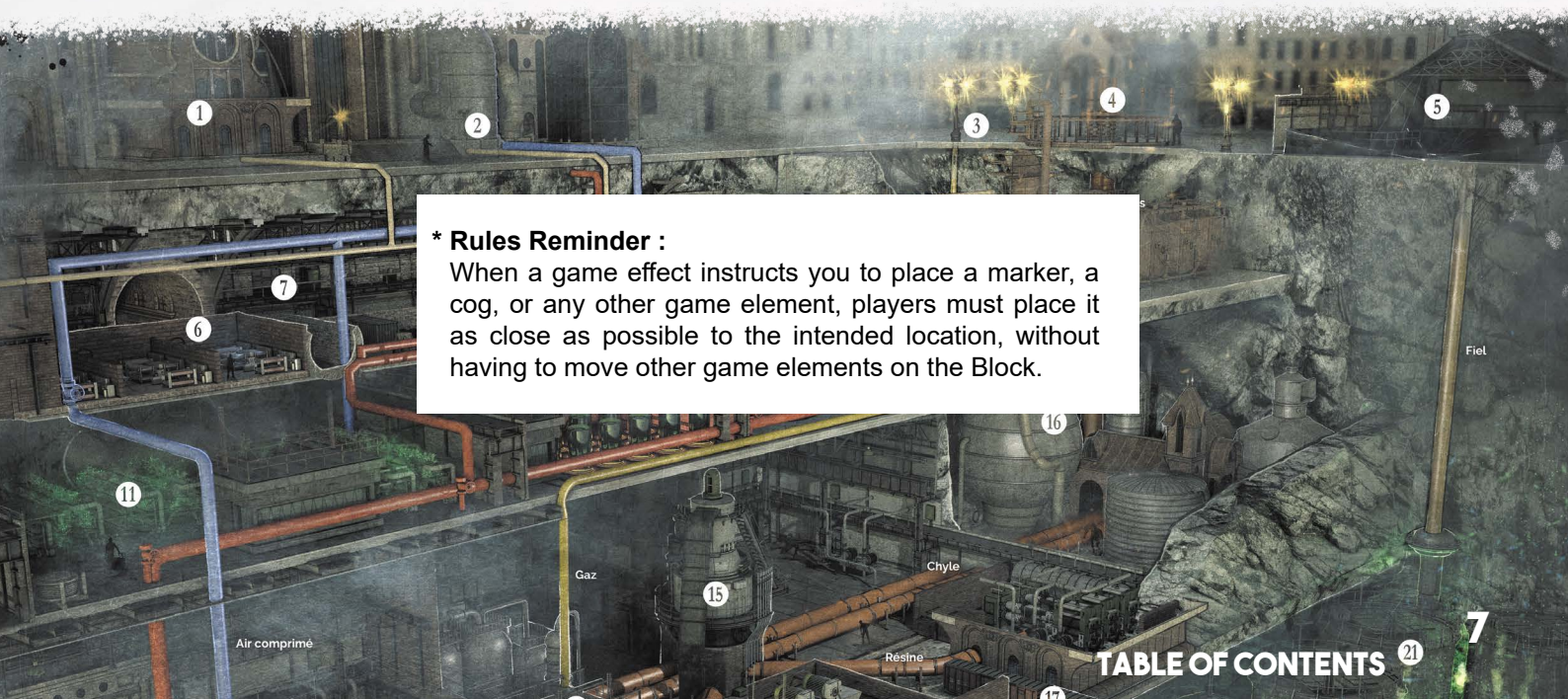
➲ **Open** + : Make a stat roll. If successful, place an allied open token on the Door and place the cog in contact with another Door*.

At the end of each cycle, remove any open tokens placed on each Door.

## VICTORY POINTS

Each player scores X victory points whenever they place an allied open token on a Door, where X is the number of successes rolled on the corresponding stat roll. X cannot be higher than 3.

Each player scores X victory points whenever an enemy cog is taken out of action, where X is the rank value of the cog taken out of action.




*** Rules Reminder :**
When a game effect instructs you to place a marker, a cog, or any other game element, players must place it as close as possible to the intended location, without having to move other game elements on the Block.

# QUANTAR BATTERIES

*Transporting Quantar piles to the Block's critical hubs has always been a perilous undertaking—such cargo is far too valuable. Once past the Block's defensive line, you might think the piles are safe. They are not.*
*A Progress convoy has just learned this the hard way. In the panic of an interception that was ultimately thwarted, precious piles were accidentally lost. Word spread quickly, and that is all it takes for two cabals to rush to gather them and secure them. But beware: the piles are active, and their quantum convulsions could catch more than one person off guard.*

## SETUP

After resolving the start-of-first-cycle Mechanism, each player, starting with the player who has priority, places one allied Pile marker (30 mm base) more than 4'' from the edges of the Block.



## SPECIAL RULES

A free cog in contact with an enemy Battery may target it to use the following ability :

➲ **Pick Up** + : Make a . If successful, remove the Battery from the Block and assign it to the cog.

If a cog carrying a Battery comes into contact with its deployment line, remove the Battery marker from the cog. If a cog carrying a Battery is taken out of action, the Battery is lost.

## VICTORY POINTS

Each player scores X victory points whenever they assign a Battery to an allied cog, where X is the number of successes rolled on the corresponding stat roll. X cannot be higher than 3.
Each player scores 3 victory points whenever an allied cog carrying a Battery comes into contact with its deployment line.
Each player scores X victory points whenever an enemy cog is taken out of action, where X is the rank value of the cog taken out of action.

# SABOTAGE

*Acts of sabotage are, unfortunately, are legion within the Blocks. They allow the Administration—or any cabal's hegemony—to be destabilized in a highly impactful and effective way.*

## SETUP

Player 1 is the saboteur; Player 2 is the defender.
When setting up terrain, one terrain feature must be placed in contact with the center of the Block, and two other terrain features must be placed within 4'' of the center of the Block. These 3 terrain features are objective terrain features.

## SPECIAL RULES

A free saboteur cog in contact with an objective terrain feature that does not already have 3 bomb tokens may target it to use the following ability :

➲ **Sabotage** + : Make a stat roll. If successful, place up to X bomb tokens on the targeted objective terrain feature, where X is the number of successes rolled on the corresponding stat roll. X cannot be higher than 3. An objective terrain feature can have a maximum of 3 bomb tokens.

A free defender cog in contact with an objective terrain feature that has at least 1 bomb token may target it to use the following ability :

➲ **Secure** + : Make a stat roll. If successful, remove up to X bomb tokens from the targeted objective terrain feature.
At the end of each cycle, each objective terrain feature that has 3 bomb tokens explodes. For each of these terrain features :

- All cogs within 2'' suffer 1D3 wounds that ignore Protection and gain the Stunned status.
- Then remove the terrain feature from the Block.

## VICTORY POINTS

The saboteur scores 3 victory points whenever an objective terrain feature explodes.
The defender scores 1 victory point at the end of each cycle for each objective terrain feature that has no bomb tokens.
Each player scores X victory points whenever an enemy cog is taken out of action, where X is the rank value of the cog taken out of action.



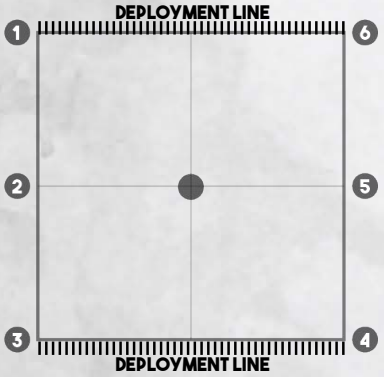
# THE GARGOYLE

*From the depths of the Artefact, creatures as mysterious as they are shadowy sometimes emerge. The Gargoyle is one of the most impressive, and it often prowls near the Blocks. Capturing it seems impossible—its power far exceeds that of ordinary mortals. Still, managing to seize some of its feathers is a worthy compromise, richly negotiated between dirty hands. Word has spread since yesterday: the Gargoyle has made its lair near Olomòc. It is an opportunity to seize if you want to fund your cabal in peace.*

## SETUP

Place one hostile cog, the Gargoyle (50 mm base), in the center of the Block.
Number from 1 to 6 the 4 corners of the Block and the two edges of the Block located on the central midline, as shown in the diagram opposite.

During the ministry assignment step, except for the Axis, replace all ministry cards with the Gargoyle's 7 activation cards. These are treated as ministry cards for the purposes of game effects and abilities. In particular, they block cog activations.







## SPECIAL RULES

Cogs that are engaging the Gargoyle may target it to use the following ability :

**Pluck** + : Make a stat roll. If successful, place a feather token on this cog.

When a Gargoyle activation card is revealed, apply its effects according to its name :
- Screech : Assign a Darkness token to all cogs engaged by the Gargoyle.
- Prowl : Activate the Gargoyle following the hostile phase procedure. (See page 35 of the rulebook).

At the end of each cycle, after resolving the hostile phase, roll a D6, then place the Gargoyle as close as possible to the corner or edge of the Block whose number matches the die result. If the die result indicates a corner where the Gargoyle is already located, place it in the center of the Block.

*NB : The Gargoyle is a hostile cog and acts according to its profile card. Like all hostile cogs, it activates when the Axis ministry card is revealed, as well as at the end of each cycle during the hostile phase.*

## VICTORY POINTS

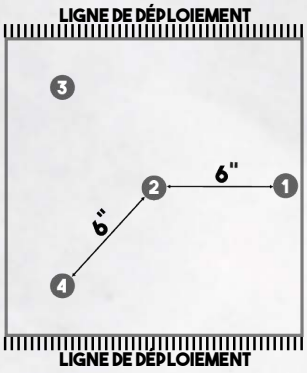
Each player scores Y victory points whenever they assign a feather token to an allied cog, where Y is the number of successes rolled on the corresponding stat roll.
Y cannot be higher than 2.
Each player scores X victory points whenever an enemy cog is taken out of action, where X is the rank value of the cog taken out of action.

# THE PNEUMATIC NETWORK

*A Block's pneumatic network is central to its proper functioning. Backed by multiple accumulators, it allows—depending on the pressure applied—the activation or deactivation of the Administration's entire operational arsenal: clocks, tube launchers, file sorters, ventilators, canister recharging stations…*
*These accumulators are therefore critical nodes for anyone seeking to protect or destabilize the Administration. It is not uncommon for them to become the focus of clashes between rival cabals.*

## SETUP

Place 1 Accumulator marker (30 mm base) in the center of the board, numbered 2. In one half of the board, place 1 Accumulator marker on the midline, numbered 1. In the other half of the board, place 2 Accumulator markers, one on each diagonal, numbered 3 and 4. The accumulators must be 6'' from the central accumulator. An accumulator is considered operational when the current cycle number matches its number.






## SPECIAL RULES

A free cog in contact with an operational Accumulator that has no allied activated token on it may target it to use the following ability:

➲ **Activate** + : Make a stat roll. If successful, place an allied activated token on the Accumulator. Your opponent must then reveal to you, except for the Axis, one of their ministry cards that is not in their planning row and has not been discarded, and resolve its ability. If there are no eligible ministry cards left, they must resolve the Wayward Ministry ability.

## VICTORY POINTS

Each player scores X victory points whenever they place an allied activated token on an Accumulator, where X is the number of successes rolled on the corresponding stat roll.
X cannot be higher than 3.
Each player scores X victory points whenever an enemy cog is taken out of action, where X is the rank value of the cog taken out of action.

# THE CARTOGRAPHER



*The cartographer Robert Kadlec's recent discoveries have been shaking up the whispered talk in the city's cafés for weeks. He is said to have finally deciphered the ceaseless movements of Olomòc's underground networks. Securing his services would be a clear prize for any cabal. Robert Kadlec has value—and he knows it. Under pressure, he fears for his life if he were to fall into the wrong hands. Still, it is to the dirty hands of the Nai Costa Underworld that he intends to pledge his services, in exchange for protection. With the goal of reaching their district, he has called on a cabal to escort him there. That cabal hopes to prove its worth by carrying out this mission with honor—and perhaps even succeed in convincing him to change protectors.*

**SETUP**

Player 1 is the escort and Player 2 is the attacker.
When building cabals, the escort must recruit— in addition to their three cogs—Robert Kadlec, the coveted cartographer. The escort therefore has a cabal of 4 cogs.
Robert Kadlec cannot be equipped and does not allow another cog in his cabal to be equipped with equipment from the Ministry of Construction.
When dealing propaganda and activation cards, do not deal a propaganda card to the escort. The escort does, however, have 4 activation cards, including Robert Kadlec's.

**SPECIAL RULES**

After resolving the hostile phase of each cycle, Robert Kadlec may make a free Walk (if he is not Stunned). During the 4th cycle, Robert Kadlec may use the following ability if he is free and in contact with the attacker's deployment line :

➲ Escape ❶ : Remove Robert Kadlec from the Block.

**VICTORY POINTS**

The escort scores 3 victory points when Robert Kadlec uses the **Escape** ability.
Each player scores X victory points whenever an enemy cog is taken out of action, where X is the rank value of the cog taken out of action.

*NB: Robert Kadlec therefore awards 3 victory points to the attacker if he is taken out of action.*

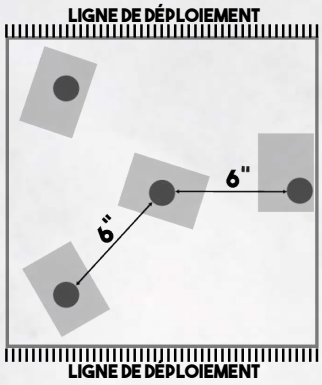


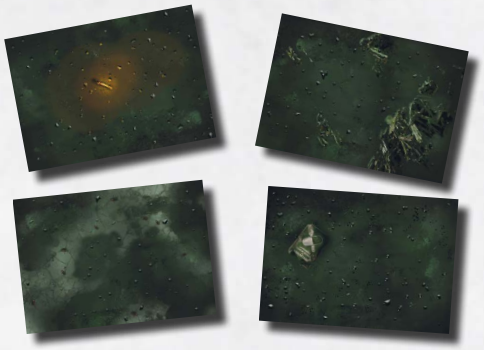
# ALONE IN THE DARK

*Members of two cabals find themselves isolated after scouting deep in the heart of a highly corrupted environment. Time is running out before their respective reinforcements arrive, but they still must do what they came for: study the many nearby secrets.*

## SETUP

Player 1 places 4 Secret markers (30 mm base) on the Block according to the diagram below. Then place 1 Bile zone under each Secret marker so that the markers are fully inside those zones. Finally, starting with Player 2 and alternating, each player chooses one of their opponent's cogs and places it fully within a Bile zone that is not already occupied by a cog. These cogs therefore start the game already deployed on the Block.
Each player therefore has only one cog that is not yet deployed, and it will enter the Block during the first cycle according to the usual rules.



## SPECIAL RULES

A free cog in contact with a Secret may, if it has no allied study token on it, target it to use the following ability :

➲ **Observe** : Make a stat roll. If successful, place an allied study token on the studied Secret.

## VICTORY POINTS

Each player scores X victory points whenever they place an allied study token on a Secret, where X is the number of successes rolled on the corresponding stat roll.
X cannot be higher than 2.
Each player scores X victory points whenever an enemy cog is taken out of action, where X is the rank value of the cog taken out of action.

**GALL ZONE**
It is a zone-type terrain feature, tinted, the size of a game card.