
OLOMOC
LEGISLATION
EDITION 2026

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NOC

Olomòc is a miniatures game published by Occicat Games, set in the NOC universe from Sethmes Editions.

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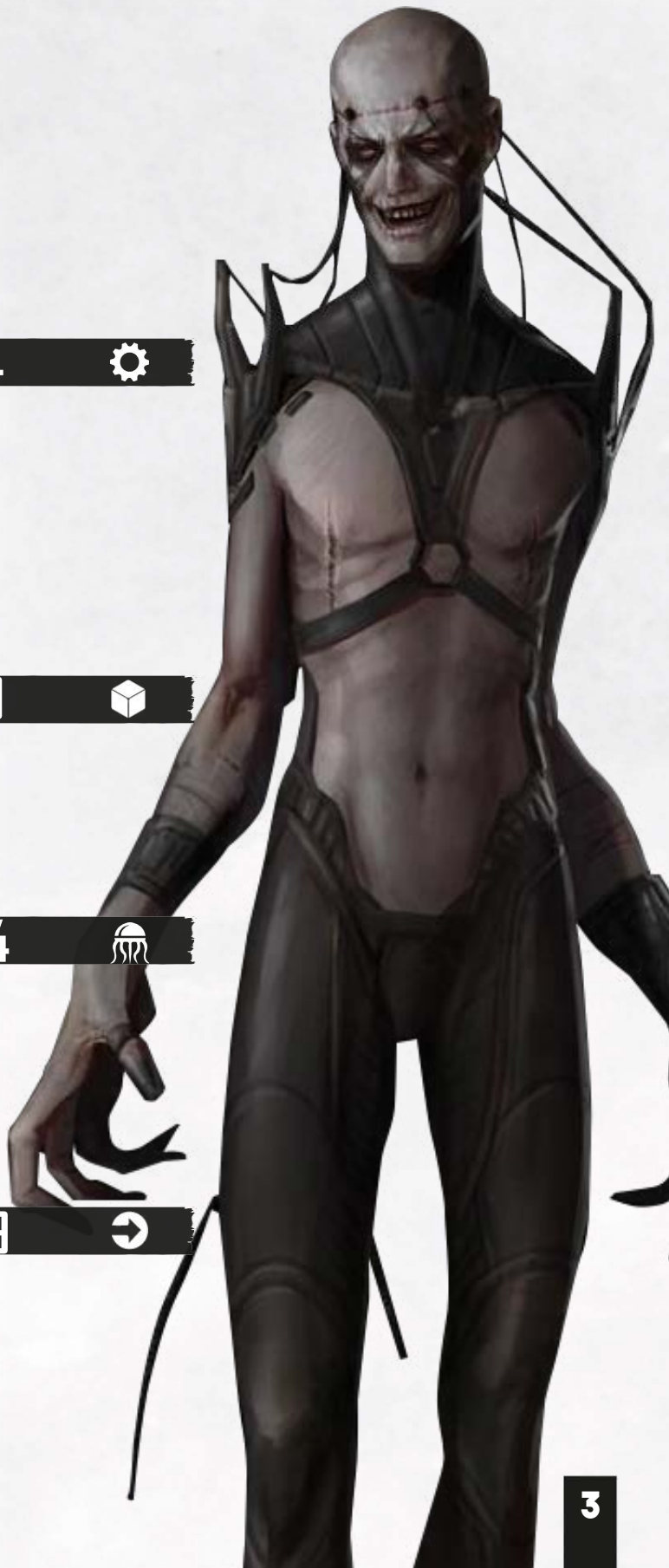
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DUSK

When the object was detected, it was added to the long list of celestial bodies drifting through the emptiness of space. At first anonymous among the multitude, it drew humanity's attention with its fabulous mass, its strange trajectory, its unprecedented shape. Soon, all of humankind had its gaze lifted toward the stellar abyss. The conclusion of years of analysis fell like a sentence. The thing was heading straight for Earth, and total obliteration was inevitable. The announcement of the cataclysm plunged the world into chaos. Its leaders had to face the unleashing of the crowds. Uprisings turned into globalized conflicts, fueled by terror and nihilism. Then the object slowed its advance. Its revelation plunged living creatures into stupefaction.

In less than two days, the Artefact swallowed the horizon, piece by piece. Then, when the sky had yielded its place, it closed in on the Earth, imprisoning it entirely within its structure. Its lights replaced the stars. Its immense Axes sank like fangs into a doomed prey.

Thus came its advent. Thus fell the night...

WELCOME TO THE BLOCK

Olomòc is a skirmish-format miniatures game set in the universe of the NOC role-playing game. Simple and fast-paced, Olomòc aims to be accessible while giving full rein to your skills as a tactician. But beware: the world of NOC is full of unpredictability. Beyond your opponent, the game environment itself will be formidable and uncertain, and you will need to learn to be wary of it.

We strongly encourage you to dive in headfirst and explore it through the core rulebook of the role-playing game, its supplements, and itsmany goodies.

To enhance your immersion in the NOC universe, we have chosen to use terms specific to it to identify components commonly found in miniatures games. Here they are :

Block = Terrain / Gameboard
Cog = Model
Cabal = Gang
Agenda = Mission
Cycle = Game Turn

The objective of the game is very simple: score more victory points than your opponent before the end of the 4th cycle. To score victory points, you will fulfill the victory conditions of the agenda being played. These most often revolve around studying objective markers and managing to take your opponent's cogs out of action. Be careful, however: the game environment can cause you to lose the game early, and in many different ways !



GAME COMPONENTS

COGS

Each character in the game is represented by a miniature from the Olomòc range that you assemble and paint. In the Olomòc rules, miniatures are referred to as “cogs.”

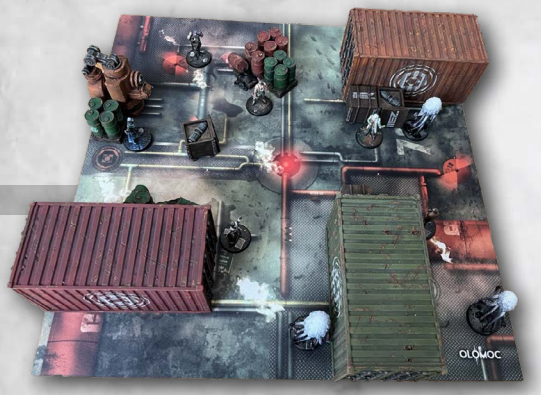


BLOCK

The game board, called the Block, is a square surface 16 inches on each side. You can use a game mat, a homemade game board, or any flat surface with the correct dimensions.

SCENERIES

You will need several terrain pieces during a game of Olomòc. How they work in the game is explained in the dedicated section of this book.



DICE

To play Olomòc, each player needs around ten six-sided dice (D6). They will let you determine whether your cogs succeed or fail at the actions they attempt during the game.
You may be asked to roll a D3, in that case, treat the results of a D6 as follows :
1-2 = 1
3-4 = 2
5-6 = 3

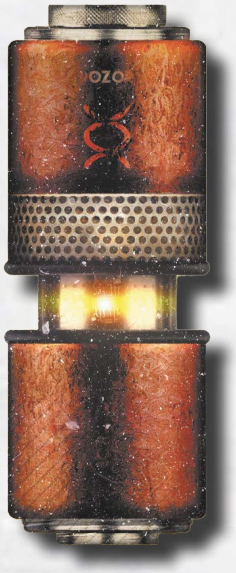
DRY-ERASE MARKER AND CARD SLEEVES

To record, for example, the wounds suffered by your cogs, use card sleeves and a dry-erase marker.

MARKERS

Some game effects require markers to be placed on the battlefield.
They can be of different sizes, mainly circular, with diameters of 30, 40 or 50 mm. The size is specified whenever a marker is required.





TOKENS

Some game effects require the use of tokens. The most common are Action and Darkness tokens, as well as status and agenda tokens. When they are assigned to a cog, place them on that cog's profile card. A token placed on the Block has no effect on line of sight or on the movement of cogs.



Player Token



Agenda Token


Action


Stunned


Darkness


Hunt


Cycle Counter

MEASURING STICKS

During the game, you will need:

- A tape measure or measuring sticks marked in inches.
- Olomòc-specific Movement sticks.



Push Stick



Movement Stick

GAME CARDS

Several types of cards are used in a game of Olomòc :



Gift



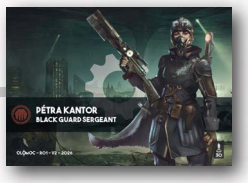
Equipment


Artefact

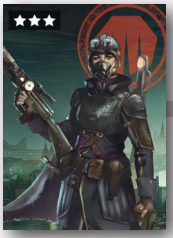

PoliSec



Gall



Profile


Activation



Ministry



Propaganda



Cycle Counter & Victory Points

Finally, note that if the text on a game card contradicts these rules, you should apply the effects stated on the card as a priority.



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MEASURES

MEASURE UNIT

All measurements are made in inches. For example, 4 inches = 4''.

HOW TO MEASURE

A player may measure anything at any time.
A distance is always measured from the closest point of the edge of a cog's base, a marker, or the edge of any game element.
Distances are always measured on a horizontal plane.

Note : when two cogs are in contact with the same 30 mm marker, they are considered to be 1» from each other. ❶



SCENERIES & LINE OF SIGHT

The Block is set up with several terrain features. These can represent buildings, trees, containers, cars, or any other elements of your choice. The type of terrain feature and any game effects it may have are defined at the start of each game.

TYPES OF TERRAIN

- Non-Blocking : a non-Blocking terrain feature does not Block line of sight.
- Blocking : a Blocking terrain feature Blocks line of sight.

A terrain feature may have a special game effect, for example being tinted (see page 17).

HOW DO YOU DETERMINE LINE OF SIGHT ?

For a cog to have a valid line of sight to a point on the Block, another cog, or any game element, it must be able to draw an imaginary straight line from any point on its base to a point on the target element, without that line being completely cut off by a Blocking terrain feature.

Note:
- A cog must be on the Block to have line of sight, and it can only have line of sight to a game element that is also on the Block.
- Cogs and markers do not Block line of sight.
- A cog has 360° vision.



THREAT ZONE

Each cog has a threat zone. A cog's threat zone extends from the edge of its base out to a distance of 1''.

The threat zone is used to determine whether a cog is within range to make an attack against another cog.



STAT ROLL

Cogs will need to make stat rolls to determine whether they succeed at certain actions during the game.

MAKING A STAT ROLL

To make a characteristic roll, the player rolls a number of six-sided dice (D6) equal to the value of the characteristic being used.
The base difficulty threshold for all characteristic rolls is 5 or more (5+). Therefore, results of 5 or 6 on a D6 count as successes.



MODIFIERS

Depending on the game situation, the difficulty threshold may vary and is modified by -1 for each of the following cases :

- Support : the cog, marker, or any game element targeted by the stat that requires an stat roll is within the threat zone of another allied cog.
- Charge : when the cog makes a charge (See page 21).

Note : a cog can only benefit from the support bonus once, regardless of how many allied cogs have the targeted game element within their threat zone.

TEMPT FATE

After making an stat roll and before resolving its effects, while it is active, a cog may choose to take a Darkness token to re-roll the entire roll.

Note :
- A cog may tempt fate only once per characteristic roll.
- A cog must be active to tempt fate. You therefore cannot tempt fate to re-roll a characteristic roll made for a dodge, a riposte, or an attack of opportunity.

SUPPORT EXAMPLE



Pétra Kantor targets a marker to study it and makes a roll . This marker is within the threat zone of Kubik Oktobar, an allied cog of Pétra Kantor. She therefore gains Support for this stat roll. Pétra Kantor has a value of 2 . She therefore rolls two D6 with a difficulty threshold of 4+. Each result of 4 or more on this stat roll is a success.

MOVEMENTS

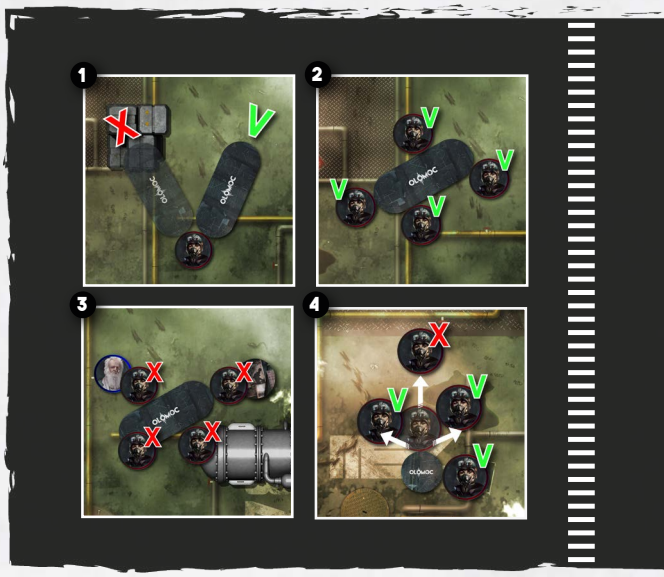
Cogs and certain game elements can make three types of movement: move, push, and place.

Note :
A cog may never make a movement that would cause any part of its base or the measuring stick to be :
- Outside the Block.
- On top of a cog, terrain feature, or marker.

MOVE

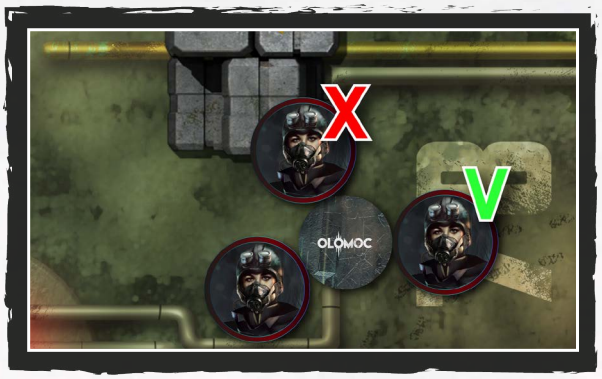
To make a move with a cog :

- Use the movement stick and place it in contact with the cog (in the direction you want). You must have enough space to lay the stick completely flat on the Block. If you cannot, you may not move the cog using the movement stick. (Note that it is possible to place the movement stick on a token). 1
- The cog may be moved to any position that allows it to remain in contact with the stick and to place its entire base on the Block. 2
- No cog may end a move even partially on another cog, a terrain feature, a game marker, or the movement stick. 3
- If using the movement stick is not possible or does not suit you, you may still, when making a move, use the push stick **(but this move is not considered a push)**, or move a cog a distance less than or equal to the size of its base. 4



PUSH

When a cog is pushed, follow the movement rules using the push stick. A pushed cog ignores enemy threat zones and therefore cannot suffer an attack of opportunity (see page 22).



PLACEMENT

When a cog is placed, it is not constrained by game elements (terrain features, markers, other cogs). It ignores enemy threat zones during this movement and therefore cannot suffer an attack of opportunity. Use a measuring stick to measure where the cog may be placed. A cog cannot be placed on another cog, a terrain feature, or a game marker.

Note : 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.



KEYWORDS

The rules of Olomòc are intended to be as precise as possible, so as to leave no room for interpretation. This is reflected in particular by the use of keywords. You will find these keywords in the rules descriptions in this book, as well as on all of the game's cards.
Keep in mind that they have a specific meaning and will therefore have a specific impact on how the rule described works.

Here is the full list of these keywords, classified according to the core concepts to which they relate.

MEASURES

IN CONTACT



A cog or any game element is in contact with a game element (cog, marker, terrain feature, etc.) if its base touches that element's base.
Example : Pétra Kantor is in contact with the terrain feature and with Kubik Oktobar.

WITHIN RANGE



A cog or any game element is within range when at least part of its base is at that distance, or at any shorter distance.
Example : Pétra Kantor is within 8" of Kubik Oktobar.

LINE OF SIGHT

TARGET



A cog that wants to target another cog or any game element must have line of sight to it.
Example : Pétra Kantor has line of sight to Kubik Oktobar but not to Jana Alena Novak.



THREAT ZONE

FREE



A cog that is not within the threat zone of an enemy or hostile cog is considered free.
Example : Pétra Kantor is free because she is not within Kubik Oktobar's threat zone.

ENGAGED



A cog that is within the threat zone of an enemy or hostile cog is considered engaged.
Example : Pétra Kantor is engaged by Kubik Oktobar because she is within his threat zone.



When two cogs are in contact with the same 30 mm marker, they are considered engaged.

ENTER



A cog enters when it ends a movement within a threat zone, an objective zone, or any other game element's zone, and it was not in that zone before that movement.
Example : Pétra Kantor enters Kubik Oktobar's threat zone.

EXIT



A cog exits when it ends amovement outside a threat zone, an objective zone, or any other game element's zone, where it was before that movement.
Example : Pétra Kantor exits Kubik Oktobar's theat zone.

MOVEMENTS

TOWARD



Toward means that a cog may only move in such a way that the distance between that cog and its target decreases between its starting point and its ending point.

AWAY FROM



Away from means that a cog may only move in such a way that the distance between that cog and its target increases between its starting point and its ending point.

DIRECTLY TOWARD



Directly toward means that a cog may only move in such a way that the distance between that cog and its target decreases by the greatest possible amount between its starting point and its ending point.

DIRECTLY AWAY



Directly away from means that a cog may only move in such a way that the distance between that cog and its target increases by the greatest possible amount between its starting point and its ending point.

SCENERIES

ZONE

A zone is a special type of terrain feature that follows the specific rules below :

- It is non-blocking.
- It does not provide cover.
- A cog, marker, or measuring stick can be placed on it.
- When setting up the Block, a terrain feature may be placed within 2'' of a zone, and may even overlap it.





COGS OPERATION

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COG TYPES

There are 2 types of Cogs in Olomòc :

Allied : all cogs recruited by a player in their cabal.
Opponents : all cogs recruited by his oponent in his cabal.
Hostiles : all other cogs controlled by the game.

PROFILE CARD

The profile card details a cog's abilities and in-game behavior.



Front



Back

1 SYMBOL OF THE COG'S AFFILIATED MINISTRY OR MINISTRIES

2 CHARACTER NAME

3 BASE SIZE

4 HEALTH TRACK
A cog has a life track, which is itself divided into several hit points (HP).

5 RANK
Used for several game effects detailed in their relevant sections of this book.

6 ABILITIES
Each cog has one or more abilities unique to it.

7 CARACTÉRISTIQUES

Technique : the cog's aptitude for analyzing/studying its surroundings, combined with its dexterity and the possible use of dedicated equipment.

Combat : the cog's aptitude for fighting in melee, combined with its physical strength and the possible use of a weapon.

Shoot : the cog's aptitude for handling ranged weapons, combined with the power of the weapon used.

Dodge : the cog's aptitude for avoiding strikes, combined with its stealth and its possible ability to convince its opponents to leave it alone.

HEALTH TRACK

A cog has a Health track, made up of several hit points (HP).
Each wound inflicted on a cog makes it lose 1 HP. Mark off HP from left to right.

HEALTH POINTS (HP)

There are 3 different types of Health Point:

Standard HP
Standard HP have no special rules.

Reinforced HP
Reinforced HP, called protection, represent a cog's increased resilience or the fact that it is equipped with natural protection. When a cog suffers wounds as a result of an attack and there is at least one reinforced HP to be marked, reduce the number of wounds suffered by 1.

Tinted HP
Tinted HP represent the fact that, due to the wounds it suffers, the cog will increase its level of Darkness.

Two rules apply when you mark a tinted HP on a cog's Health track as a result of an attack:

- The cog gains a Darkness token (see page 17).
- No HP beyond that tinted HP may be marked until the end of that attack.



REINFORCED HP EXAMPLE



Pétra Kantor is targeted by an attack. It inflicts 5 wounds on her. The first HP to be marked on her Health track is reinforced, so Pétra Kantor suffers only 4 wounds. You therefore mark 4 HP on her Health track.

TINTED HP EXAMPLE



Pétra Kantor is targeted by a new attack. It inflicts 3 wounds on her. The second HP to be marked is a tinted HP, so the third wound is ignored. Pétra Kantor then gains a Darkness token.

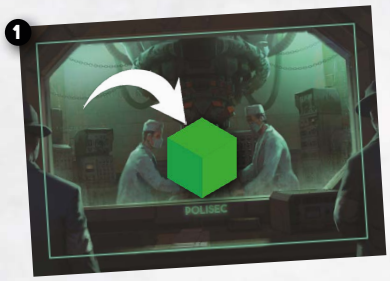
OUT OF ACTION

A cog is Out of Action when all of its HP on its Health track have been marked. An out of action cog is immediatly removed from the Block, and its abilities can't be used.
Two rules apply when a cog is taken out of action :

If it is not a hostile cog, increase the Hunt level by 1 by giving 1 Hunt token to thePoliSec.

Note : When the Hunt level reaches 3, the game ends immediatly, as explained on page 36. ❶

When a cog takes an allied or enemy cog out of action, give it a Darkness token (see page 17). ❷

❶


❷


DARKNESS

STATUS

A cog will change status throughout a game of Olomòc depending on how many Darkness tokens it has.

Healthy
A cog is Healthy when it has 0 Darkness token.

Tinted ⬢ / ⬢⬢
A cog is Tinted when it has 1 or 2 Darkness tokens.

Corrompu ⬢⬢⬢
A cog is Corrupt when it has 3 Darkness tokens.

ASSIGNING DARKNESS TOKENS ⬢

A cog is assigned a Darkness token in the following cases :

- When it takes an allied or enemy cog out of action.
- When it tempts fate.
- When a Tinted HP on its Health track is marked.
- When it uses abilities that generate Darkness.
- Due to a game effect, ex: the Artefact's Gall's rain.
- When it comes into base contact with a tinted game element (terrain, marker) and it is not corrupt

Tinted Game Element : When a cog that is not corrupt, comes into base contact of a tinted game element (terrain or marker), assign it a Darkness token.

GALL

Each player has a Gall card used to track their Gall level. ❶

Increase a player's Gall level by 1 by placing a Darkness token on their Gall card :

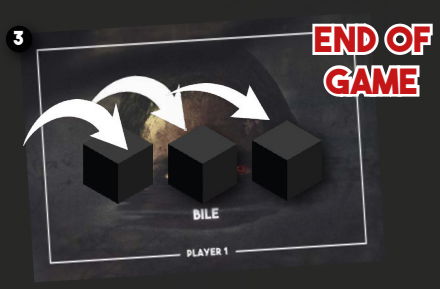
- When one of their Corrupt cogs is assigned a new Darkness token.
  A cog can only have a maximum of 3 Darkness tokens at any time. If a cog that has already 3 Darkness tokens (Corrupt Status) is assigned a new Darkness token, it discards it, to avoid exceeding 3 Darkness tokens. Then the player assigns 1 Darkness token to his Gall reserve. ❷
- At the end of the cycle, each of their Corrupt cog. ❸

When a player's Gall level reaches 3, that player immediatly loses the game without finishing the current phase and cycle, and regardless of Victory Points.









STUNNED

A cog can suffer different status effects during a game. They are represented by the corresponding status tokens. In the core rules, there is only one status token : Stunned.

A cog can only have one status token of each type at any given time.

STUNNED



As long as it has a Stunned token, a cog :

- Loses it threat zone (it therefore no longer engages and non longer provides support).
- Can no longer perform:
    - Active Abilities (Except Rest to remove a stunned token).
    - Retaliate, dodge and attacks of opportunity.





ABILITIES

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Cogs have several abilities allowing them to interact with the Block, terrain features, agenda, and the other cogs. An ability is defined by a name, a type, a frenquency of use, a cost, a timing and a game effect.

NAME

An ability is defined by its name.

TYPE

An ability can be Generic or Specific.

Générіc Abilities are those described in the dedicated chapter of this rulebook.

Specific Abilities are those described on Game Cards (profile, ministries, equipment, and gift essentially), as well as in the agendas.

FREQUENCY OF USE

The frequency of use indicates how often a cog can use an ability. The frequencies of use of an ability can be:
One per planification phase, or more depending on the number indicated.
One per cycle, or more depending on the number indicated.
One per game, or more depending on the number indicated.

If no frequency is indicated, the ability is considered to have no usage limit.

Note: the concepts of planification phase and cycle are explained on page 33, in the chapter dedicated to the sequece of play.

COST

Each ability can have different costs in action tokens or Darkness tokens :
: The action token cost indicates how many action tokens are required to use an ability. An ability can therefore cost 1 action token or more, taken from the action reserve of the cog using that ability (depending on the number of).
: The Darkness token cost indicates how many Darkness tokens an ability generates for the cog that used it. An ability may therefore generate 1 Darkness token or more for the cog that used it (depending on the number of).

FREE ABILITY

When an ability becomes free due to a game effect, you do not need to pay its cost to use it. It is still counted toward the ability's frequency limit.

TIMING

Timing indicates when, during a game, a player may use an ability from one of their cogs.
An ability can have the following timing :

Active : this ability can only be used when the cog is active.
Permanent : this ability is used according to the conditions described in its game effect, at any time during the game.

GAME EFFECT

he description of an ability is called Game Effect.

You must fully resolve the game effect of an active ability before you can use another one.

A cog cannot be affected by its own ability unless stated otherwise.

A cog with a stat value of 0 cannot use an ability that requires making a stat roll using that attribute.

SIMULTANEOUS GAME EFFECTS

When multiple effects trigger at the same time, proceed as follow :
- Resolve effects that are not tied to a player (Artefact, hostile cogs, etc.). If there are several, the player with priority decides the order.
- The player with priority resolves their game effects, in the order of their choice.
- The player without priority resolves their game effects, in the order of their choice.

NON-CUMULATIVE GAME EFFECTS

Bonuses, penalties, and game effects with the same name are not cumulative.

NAMED ELEMENTS

Any ability that names a game element (cog, marker, etc.) refers to an allied element unless stated otherwise.

GENERIC ABILITIES

All cogs can use 8 generic abilities.

REST

The cog targets itself or an allied cog within 1" of it. The targeted cog loses either one status token or one Darkness token.

ADVANCE

The cog makes a move.

ATTACK

MELEE ATTACK

The cog targets a cog it is engaging. Make a roll. Each success, after any combat tactic and/or dodge, inflicts one wound on the targeted cog.

Combat Tactic:
After any possible dodge or riposte by the targeted cog, you may remove successes from your attribute roll to perform one combat tactic of your choice :

- 1 success to push your attacking cog.
- 1 success to push the targeted cog.
- 2 successes to assign a Stunned token to the targeted cog.

RANGED ATTACK

The cog targets an enemy or hostile cog with a ranged attack, following the ranged attack rules described in the next chapter.

Note : Any ability whose game effect can generate at least one wound on an enemy or hostile cog is an attack. As such, it counts toward the frequency limit of the generic Attack ability.



CHARGE

To make a charge, a cog must be free and follow the steps below in this order:

- Target an enemy or hostile cog.
- Make a free Walk to engage the targeted cog at the end of this move.
- Make a free Melee Attack against the targeted cog.

Reminder: your cog gets a -1 modifier to the attribute roll for this attack.

A charge counts as both an Attack and a Walk. As such, it counts toward the usage limit for both Advance and Attack.

Example: during the same planning phase, a cog cannot make two Walks plus a charge, or two Attacks plus a charge.

CHARGE EXAMPLE



Pétra Kantor déclares a charge targeting Kubik Oktobar. She moves to engage him (i.e., he is within her threat zone). Kubik declares a dodge. Pétra and Kubik make their stat roll simultaneously. For her Melle Attack, Pétra applies the following modifiers to the difficulty: 5+ - 1 (charge) - 1 (Hynek's support) = 3+
Pétra, with a of 4, rolls 4D6. She rolls 5,1,4,3, for 3 successes.
Kubik, for his dodge, has no support and therefore receives no modifiers. 1
He rolls 3D6 because his is 3, with a difficulty of 5+. He rolls 5,3,1, for 1 success.
Pétra therefore has 3-1 = 2 successes
She decides to use a combat tactic, sacrificing 1 success to push Kubik. She therefore has 1 success left, which inflicts 1 wound. Kubik loses 1 HP as a result of this charge. 2

COORDINATION

During a planning phase, you may perform a coordination if the rank value of the activation card you revealed is higher than that of an allied cog already revealed in your planning row.
For the duration of this phase, that allied cog may activate in any order and alternately with the cog that coordinated it.

Note :
- A cog cannot coordinate when it is activated with a propaganda card or when it is out of action.
- As part of a coordination, you may therefore perform up to 2 Walks and 2 Attacks with each of the cogs involved.

À noter : la notion de phase de planification est définie page 33 dans le chapitre dédié au déroulement d'une partie.

ATTACK OF OPPORTUNITY

When an enemy or hostile cog declares that it will make a move that would cause it to exit your cog's threat zone, your cog may, before the move is resolved, target it with an attack of opportunity.
Make a Stat roll.
Each success inflicts one wound on the target. The attack of opportunity is resolved before the targeted cog moves.
Therefore, the cog's position before its movement is the one used to determine any modifiers to the difficulty.

Note :
- You cannot perform a combat tactic during an attack of opportunity.
- The riposte does not count toward the frequency limit of the generic Attack ability.

RIPOSTE

When a cog is targeted by a melee or ranged attack, it may after the attacker's possible movement, if the attacker is within its threat zone or within ranged attack distance, and before the stat roll, declare a riposte targeting the attacker. Make a or stat roll simultaneously with your opponent's attack roll. Each success then inflicts one wound on the targeted cog.

Note :
- You cannot perform a combat tactic during a riposte.
- A riposte does not count toward the frequency limit of the generic Attack ability.
- When making a riposte with a Shooting stat roll, you must follow the same obligations, penalties, and cover rules as for a ranged attack. The only exception is that the target is not necessarily the closest one (see page 23).

DODGE

When a cog is the target of a melee or ranged attack, it may after the attacker's possible movement and before the attribute roll, declare a dodge targeting the attacker. Make a attribute roll simultaneously with your opponent's attack roll. Each success cancels one success from the attacker's attribute roll.



RANGED ATTACK

Some abilities use the ranged attack rules.

STEPS

A cog making a ranged attack must follow the following steps in this order :

- Target an enemy or hostile cog, following the shooting constraints.
- Make a stat roll, applying any applicable penalties. Each success on this attribute roll, after any possible dodge, inflicts one wound on the targeted cog.

CONSTRAINTS

A ranged attack must follow the constraints below :

- The attacking cog must :
  - have a stat grreater than 0,
  - be free.
- The targeted cog must :
  - be in Line of Sight,
  - be free,
  - be the closest valid target (i.e., in line of sight and free).

Note : a hostile cog can be a valid target. A cog must therefore, for example, target a Rogue with a ranged attack if it is the closest valid target.

Note: there is no maximum range for making a ranged attack.



PENALTY

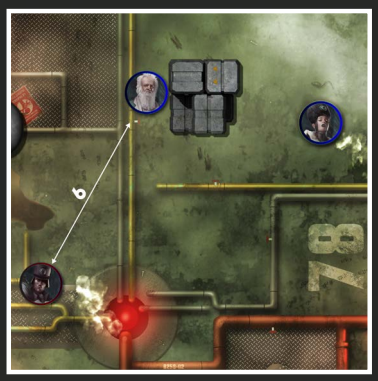
pply the following cumulative penalties to the attacking cog's stat if the targeted cog is :

- Long range (i.e., more than 4" from the attacking cog) : -2 penalty.
- In cover : -1 penalty.

COVER

A cog in base contact with a terrain feature benefits from cover. When it is targeted by a ranged attack, reduce the attacking cog's stat value by 1.

SHOOT EXAMPLE



Hynek Novotny wants to make a ranged attack. He has a stat of 5 and he is free. Hynek Novotny can target Kubik Oktobar because he is the closest valid target i.e., the closest cog that is in line of sight, free, and within shooting range. Kubik Oktobar is in cover and is also more than 4» from Hynek Novotny.

Hynek Novotny therefore suffers a -1 penalty and a -2 penalty to his stat, for a final value of 2 (5 − 1 − 2).

Kubik Oktobar declares a dodge by immediately spending one action token. Hynek Novotny makes his stat roll with a difficulty of 5+. He rolls 2 dice and gets 3 and 5, for 1 success.
Simultaneously, Kubik Oktobar makes a stat roll of 4 dice (corresponding to his stat value), with a difficulty of 5+, and rolls 1,2,4,5. Kubik Oktobar therefore dodges 1 success from Hynek Novotny's ranged attack and suffers no wounds.

YOU THOUGHT YOU HAD ONE OPPONENT.
THINK AGAIN !
YOU HAVE A SECOND ONE.
AND IT'S FAR TOUGHER !

GAME ENVIRONMENT

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POLISEC 26
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HOSTILE COGS 28

MINISTRIES

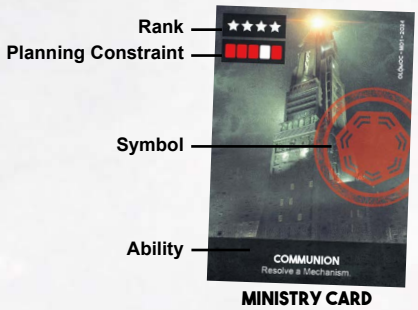
The Administration and its Ministries are represented in the game by a deck of cards called Ministries. There are 9 of these cards :

- Two identical cards affiliated with the Axis, representing the Artefact's ability to interact with the game's hostile cogs.
- Seven different cards, each affiliated with one of the Administration's main ministries.

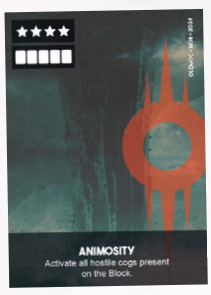
As part of future expansions, you will have the opportunity to use multiple iterations of the Administration, each represented by a Ministries card deck. Each deck is distinct from the others based on the illustration on the front of the cards it contains. Example : deck Ministries Desinformation.
During the Ministry assignment step, choose the Ministries deck that will be used together with your opponent, or determine it randomly if you are playing solo !

All Ministries cards are characterized by :

- A rank that is generally higher than that of all cogs, so that these cards are played first.
- A planning constraint indicating when these cards can be played.
- The Ministry symbol.
- A game effect common to every Ministry : ministries prevent the activation of cogs, as explained in the "game cycle" chapter.
- An ability specific to each Ministry, which applies constraints to all players.



MINISTRY CARD



MINISTRY CARD OF THE AXIS



THE MINISTRIES

*The Ministry of **Coordination** defines the objectives and leads.*

*The Ministry of **Integrity** ensures that citizens' physical and mental health is maintained at an acceptable level.*

*The Ministry of **Effort** is responsible for resource exploitation and for producing the goods needed for the Block's self-sufficiency.*

*The Ministry of **Progress** provides the scientific solutions needed for life on the Block and continues its research work.*

*The Ministry of **Harmony** acts as an intermediary between the Artefact and humanity. It is responsible for studying and understanding the Artefact in order to enforce its mysterious precepts on Earth.*

*The Ministry of **Construction** is responsible for housing, infrastructure, and the development of the Block.*

*The Ministry of **Security** is the armed wing of the Administration. It likely best embodies the state of martial emergency under which humanity lives.*

*The **Wayward** Ministries are not true Ministries of the Administration in the historical sense. It is a debased use of the term, used in the game rules to affiliate all cogs that operate on the fringes of the Block (**the Fringe**) or that emerge from the Artefact's axes (**the Axis**).*

When a cog that is not hostile is taken out of action, assign a Hunt token to PoliSec. 1

When the Hunt level reaches 3, the game ends immediately without finishing the current phase and cycle. The player with the most victory points at that moment is declared the winner, as explained on page 36.

An Olomòc game therefore ends as soon as 3 allied or enemy cogs have been taken out of action. 2





ARTEFACT

The Artefact is represented in the game by a deck of cards.
There are 12 cards in this deck. Some appear in multiple copies, while others are unique.

As part of future expansions, you will have the opportunity to use multiple iterations of the Artefact, each represented by an Artefact card deck. Each deck is distinct from the others based on the illustration on the back of the cards it contains. Example : deck Artefact Rogue. During the Artefact activation step, choose the Artefact deck that will be used together with your opponent, or determine it randomly if you are playing solo !

All Artefact cards are characterized by :

- A card number: the first digit determines which player the Artefact card is assigned to, and therefore which player gains priority when this card is drawn. The other digits have no in-game effect ; they symbolize the Artefact's synchronicity.
- A game effect that applies constraints to all players.



ARTEFACT CARD

MECHANISM

Drawing an Artefact card and resolving its game effect is called a Mechanism.
During a game of Olomòc, there are two key moments when you may be required to resolve a Mechanism :

- At the start of each cycle.
- When two activation cards with the same rank value are revealed, as explained on page 33.

Note :

- All cogs whether or not they are on the Block are affected by the Artefact's game effects unless stated otherwise on the relevant Artefact card.
Example: Quantum Rift only affects cogs present on the Block.

- If there are no cards left in the Artefact deck, take all the cards from its discard pile, shuffle them, and form a new Artefact deck.

PRIORITY

The number on the last Artefact card drawn indicates which player has priority.

BREAKING TIES

When you are asked to break ties, the player with priority wins.

SIMULTANEOUS GAME EFFECTS

When multiple effects trigger at the same time, proceed as follows :

- Resolve effects that are not tied to a player (Artefact, hostile cogs, etc.). If there are several, the player with priority decides the order.
- The player with priority resolves their game effects, in the order of their choice.
- The player without priority resolves their game effects, in the order of their choice.

HOSTILE COG

Hostile cogs represent, in the game, all the creatures alien or twisted by the Artefact that now inhabit the Earth. The most common in the wetlands of Olomòc are the Rogues, but others will appear as part of future expansions of the game.

Hostile cogs :

- Appear in the game as a result of resolving a Mechanism, or they may already be present at the start of the game, as in the Gargoyle agenda.
- Automatically activate at the end of each cycle during the hostile phase, as explained on page 35 , or when an Axis Ministry card is played (Animosity).
- They have a profile card like all cogs, which also includes their Instinct.
  A hostile cog's Instinct explains how to activate it depending on the situation it is in.

With a few rare exceptions, hostile cogs move toward / attack the cogs with the highest rank as a priority, rather than the closest ones.

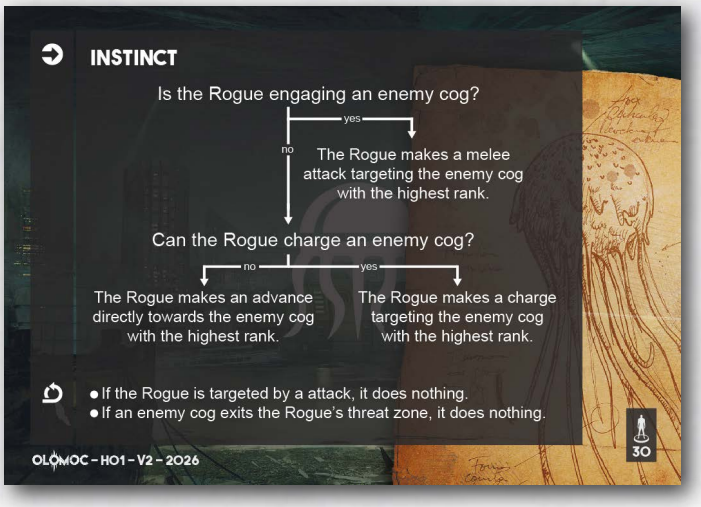
Note, a hostile cog :

- Is never affected by Ministry effects, except for the Axis.
- Can never be assigned a status token or a Darkness token.
- Provides support to another hostile cog.
- Cannot perform combat tactics.
- Treats the cogs of both players as enemy cogs.



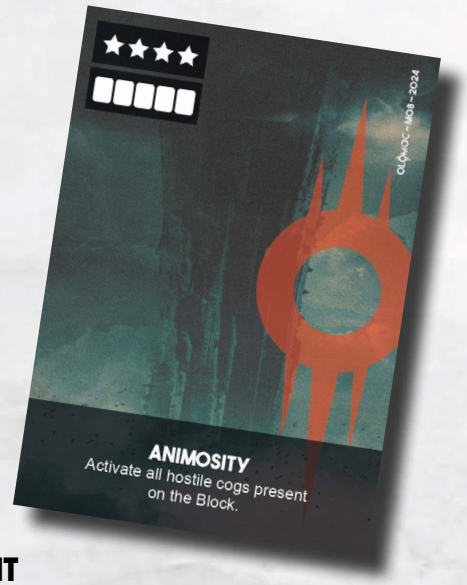


Front



Back

When a hostile cog is activated due to the Animosity card, follow the hostile phase activation steps described on page 35.





GAME SEQUENCE

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GAME CYCLES 33

END OF THE GAME 36

STANDARD SETUP

This is what your game table will look like once all the components are set up.



MISE EN PLACE

Game setup consists of 6 steps.

1. PLAYERS NUMBER

Each player rolls 5 D6 with a difficulty threshold of 5+. The player with the most successes becomes Player 1, and their opponent becomes Player 2 until the end of the game.

2. CHOOSE THE AGENDA

Players will face off over a shared agenda. Players may choose the agenda being played or determine it randomly.

3. BLOCK & DEPLOYMENT LINES

Player 1 places all terrain features on the Block, following the instruction below :

- A terrain feature cannot be placed within 2'' of the edge of the Block or of any other game element (terrain feature or marker), unless it is in contact with it.

Player 2 chooses one of the two edges of the Block specified by the agenda as their deployment line. Their opponent's deployment line is the remaining edge of the Block.

4. MINISTRIES

Player 1, following the order below :

- Deal 1 Axis Ministry card to each player.
- Shuffle the remaining Ministry cards face down.
- Randomly deal 3 Ministry cards to each player.
- Place the one Ministry card not dealt to the players face up beside the Block. For this game, it is called the Wayward Ministry.

5. POLISEC, CYCLE COUNTER, & GALL

Place the PoliSec car ❶, the cycle counter card ❷, and one Gall card ❸ for each player beside the Block, matching their player number.



6. ARTEFACT

Shuffle all Artefact cards face down and place them as a face-down deck beside the Block. This deck is called the Artefact.





CABAL COMPOSITION

After completing game setup, the players build their warbands, called cabals.

CABAL COMPOSITION METHODS

Each player builds their cabal using one of the two methods below :

- Alternatively, starting with Player 1, each player selects a cog. Then, once all cogs have been selected, starting with Player 2, each player alternates selecting one piece of equipment/gift. *This method is suited to playing with the 2-player starter set.*
- Each player secretly builds their entire cabal (cogs and equipment/gifts), then reveals it simultaneously to their opponent.

COMPOSITION RULES

Cabal composition must follow the rules below:

- All cogs must belong to the same faction. The list of faction affiliations can be found online on the Occicat Games website, in the **Faction Reference** document.
- A cabal must consist of 3 cogs: one Rank 1, one Rank 2, and one Rank 3.
- Each cog must be equipped with one piece of equipment/gift.
- No duplicates: you may not select, within your cabal, two cogs or two pieces of equipment/gifts with the same name.

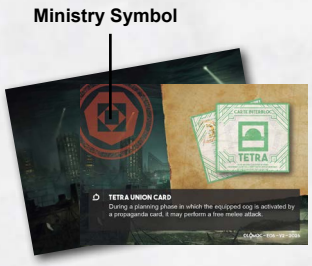


EQUIPMENTS AND GIFTS

Cogs can be equipped with equipment from the different ministries, and can also receive gifts. These represent favors granted by the Artefact's dark masters: the Hunters.

Each cog must be equipped with one Equipment/Gift card. This card must :

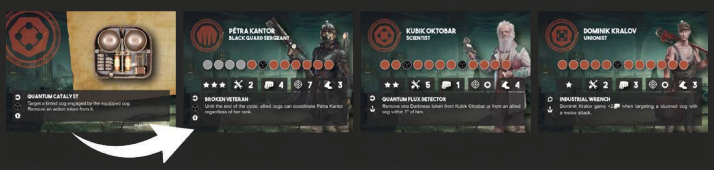
- Be affiliated with a Ministry that matches the Ministry of one of the cogs in your cabal.
  Each cog makes available only one piece of equipment/gift from its affiliated Ministry.
- Or be affiliated with your faction.
- Or be affiliated with the equipped cog.



EQUIPMENT CARD



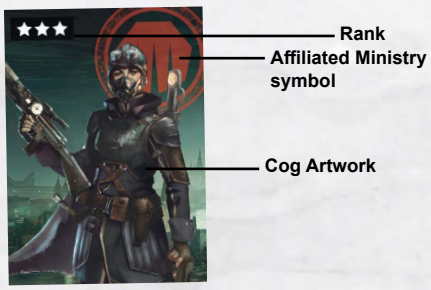
GIFT CARD



Example : You selected the following cogs for your cabal — Pétra Kantor (Security), Kubik Oktobar (Progress), and Dominic Kralov (Effort). You may therefore equip Pétra Kantor with a Quantum Disruptor (Progress) because it belongs to the Ministry of Progress, to which Kubik Oktobar is affiliated, or equip Dominic Kralov with another Ministry of Progress item.

PROPAGANDA AND ACTIVATION CARDS

Deal each player one propaganda card and the activation cards corresponding to the cogs they recruited into their cabal.



ACTIVATION CARD



PROPAGANDA CARD

GAME CYCLES

After completing game setup and building the cabals, the game can begin.
A game consists of 4 game cycles.
Each game cycle is broken down into the following steps :

1. ACTION TOKEN RESERVES

Each player assigns 4 action tokens to each of their cogs.

Note : during this cycle, a cog cannot have more action tokens than the number it was assigned during this step.

2. START-OF-CYCLE MECHANISM

Resolve a Mechanism (draw the top card of the Artefact and apply its game effect).

Note : no ability can affect, or be triggered by, this start-of-cycle Mechanism.



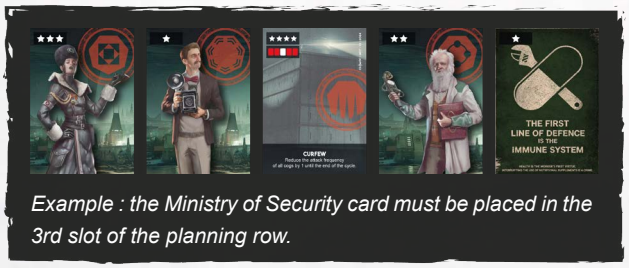
Example : you cannot use the Chronograph and Manifesto of the God-Object equipment because of this start-of-cycle Mechanism.

3. PLANNING

Each player places 5 planning cards face down, from left to right, in the order of their choice, namely :

- The activation cards of their cogs that are not out of action.
- Their propaganda card(s).
- One of their Ministry cards of their choice.

Ministry cards must be placed in the slot that matches their planning constraint (the white slot).



Example : the Ministry of Security card must be placed in the 3rd slot of the planning row.

4. PLANNING PHASES

A game cycle consists of 5 planning phases.

4.1 Reveal planning cards and determine turn order

Each player simultaneously reveals the first card of their planning row.

<u>If the two cards do not have the same rank value :</u>

- The player whose card has the higher rank value becomes the active player.
- Their opponent becomes the passive player.

<u>If the two cards have the same rank value :</u>

- Resolve a Mechanism.
- Then the player who gains priority becomes the active player.
- Their opponent becomes the passive player.

4.2 Play the active player's planning card

<u>If it's a Ministry card</u> :

- They resolve the Ministry's ability.
  Note : if both players reveal a Ministry card, starting with the player who has priority, resolve the game effects of each player's Ministry card.

<u>If it is an activation or propaganda card and the opponent revealed a Ministry card :</u>

- They cannot activate a cog via their activation or propaganda card. Proceed directly to step **4.3**.

<u>If it is an activation card and the opponent did not reveal a Ministry card :</u>

- They activate the cog associated with that card, which may in particular use active abilities by spending some or all of its action tokens.

<u>If it is a propaganda card and the opponent did not reveal a Ministry card :</u>
They choose an allied cog, reassign up to two action tokens to it (up to its start-of-cycle action reserve limit, generally 4), then activate it.

4.3 End of the active player's planning card
Follow the steps below in order :

- Resolve any game effects that trigger when the active player has finished playing their planning card.
- End any game effects that end when the active player has finished playing their planning card.

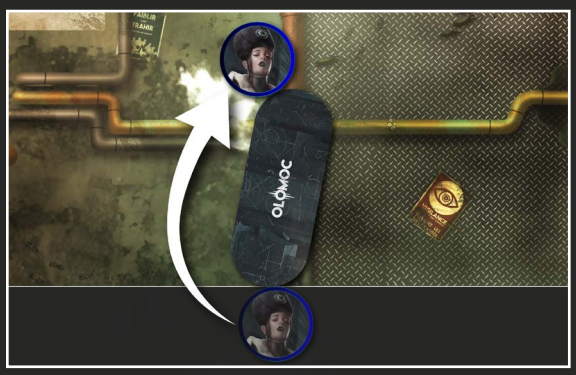
It is then the other player's turn to play their planning card. They become the new active player and their opponent becomes the passive player.
Repeat steps **4.2** and **4.3** for this new active player. When all players have been the active player, proceed to the end-of-planning-phase step.

4.4 End of planning phase
Follow the steps below in order :

- Resolve any game effects that trigger at the end of the planning phase.
- End any game effects that end at the end of the planning phase.

Then start a new planning phase following the previous steps (**4.1**, **4.2**, **4.3**, and **4.4**).
Repeat this procedure until all planning phases have been completed.

During the first cycle or later, when a cog that is not yet on the Block is activated, it must, if possible, spend its first action token to enter the Block. To do so, the movement stick must be placed in contact with that cog's deployment line.

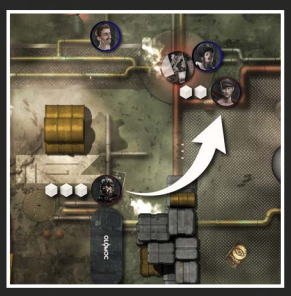






EXAMPLE OF A PLANNING PHASE





We are in phase 3. Player 1 reveals Pétra Kantor's card and Player 2 reveals Kubik Oktobar's. Since Pétra Kantor has a higher rank value than Kubik Oktobar, Player 1 becomes the active player.
They activate Pétra Kantor to make her Walk. Then they decide to perform a coordination by activating Dominik Kralov. This is possible because Dominik Kralov's activation card was revealed in phase 2 and he has 2 action tokens remaining.
Dominik Kralov spends 1 action token to make a melee attack.
Then Player 1 decides to spend 1 action token from Pétra Kantor to make a ranged attack.
They could also have chosen to use Dominik Kralov again. And so on, until Player 1 has no more action tokens to spend, or no longer wishes to spend action tokens on their activated cogs.

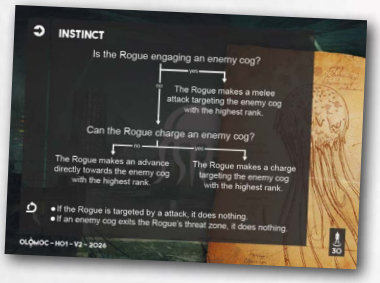
5. HOSTILE PHASE

The hostile phase is broken down into the following steps:

5.1 Determine turn order
The player who has priority becomes the active player for this phase.

5.2 Activate a hostile cog
Follow the steps below in order :

- The active player selects a hostile cog on the Block that has not yet been activated during this hostile phase.
- They activate it according to its Instinct, stats, and abilities. Each hostile's Instinct is explained on its profile card, in addition to its stats and abilities.



It is then the other player's turn to become the active player and carry out step **5.2**. Repeat this procedure until all hostile cogs have been activated.

5.3 End of the Hostile phase
Follow the steps below in order :

- Resolve any game effects that trigger at the end of the hostile phase.
- End any game effects that end at the end of the hostile phase.

6. END OF THE CYCLE

Follow the steps below in order:

- Resolve game effects that trigger at the end of the cycle (e.g., scoring victory points on certain agendas).
- Each player places one Darkness token on their Gall card for each of their Corrupt cogs (see page 17).
- Each player discards the Ministry card they played during this cycle.
- Each player discards the activation cards of any cogs taken out of action during this cycle.
- Each player gains one new propaganda card for each of their cogs taken out of action during this cycle.
- Each player returns to hand all remaining activation and propaganda cards.
- End all game effects, except for status tokens, which cogs keep from one cycle to the next.
- Advance the cycle counter.

Each step is carried out starting with the player who has priority. Once both players have completed all these steps, a new game cycle begins following the previous steps. Repeat this procedure to play 4 game cycles, then proceed to the end-of-game phase.

Note: Any game effect (ability, Ministry, etc.) automatically ends at the end of each cycle.

Example : unless stated otherwise, an ability used during the last planning phase that says it lasts until the end of the next planning phase stops working at the end of the cycle and will not work during the first planning phase of the next cycle.

END OF THE GAME

The game can end in three ways :

END OF THE FOURTH GAME CYCLE

When you have played 4 game cycles, resolve all game effects that trigger at the end of the game.
The player with the most victory points is declared the winner. If both players have the same number of victory points, it is a draw.
Victory points are scored according to the conditions of the agenda being played.



THE HUNT

When the Hunt level reaches 3, the game ends immediately without resolving any of the end-of-planning-phase, end-of-cycle, or end-of-game steps. The player with the most victory points at that moment is declared the winner. If both players have the same number of victory points, it is a draw.



THE GALL

When a player's Gall level reaches 3, that player immediately loses and the game therefore ends without resolving any of the end-of-planning-phase, end-of-cycle, or end-of-game steps.

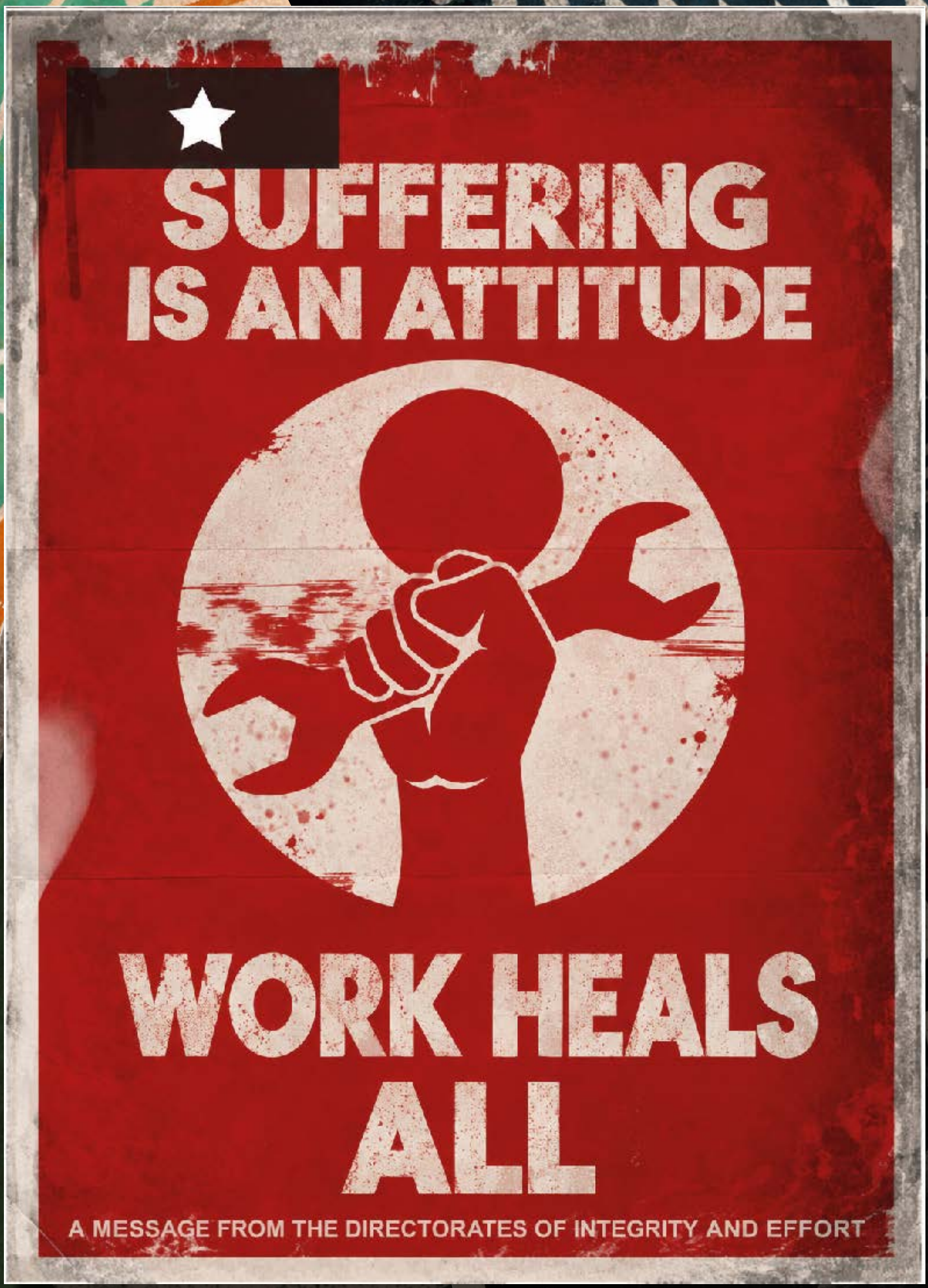
Victory points are therefore not taken into account. If, due to a game effect, both players reach Gall level 3, they both lose (without considering priority) and the game wins !










SUFFERING
IS AN ATTITUDE
WORK HEALS
ALL
A MESSAGE FROM THE DIRECTORATES OF INTEGRITY AND EFFORT

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E
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Enter : P.12
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F
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Free Ability : P.20
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G
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Gall Card : P.17, P.31
Gall Token : P.7
Game Cycle : P.33
Game Effect : P.20
Generic Ability : P.21
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H
Healthy : P.17
Hostile : P.28, P.35
Hostile Cog : P.15
Hostile Phase : P.35
Hunt : P.7, P.26

L
Health track : P.15, P.16
Line of Sight : P.9

M
Markers : P.6
Measure : P.9
Mechanism : P.27
Melee Attack : P.21
Ministry : P.7, P.31
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Modifier : P.10
Move : P.11
Movement : P.11

N
Named Elements : P.20
Non-Blocking : P.9
Non-cumulative Game Effect : P.20

O
Opponent : P.15
Opponent Cog : P.15
Out of Combat : P.16

P
Passive Player : P.33
Permanent Ability : P.20
Pion Compte Cycle : P.7
Placement : P.11
Planification Card : P.33
Planification Constraints : P.25
Planning : P.33
Planning Phase : P.33
PoliSec : P.26, P.31
PoliSec Card : P.31
Priority : P.27
Profile Card : P.15
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Propaganda : P.32, P.34
Protection : P.16
Purpose of the game : P.5
Push : P.11
Player 1, Player 2 : P.31
Player Token : P.7

R
Ranged Attack : P.23
Ranged Attack Constraints : P.23
Ranged Attack Penalty : P.23
Rank : P.15
Reinforced Health Point : P.16
Reserve of action tokens : P.33
Rest : P.21
Riposte : P.22

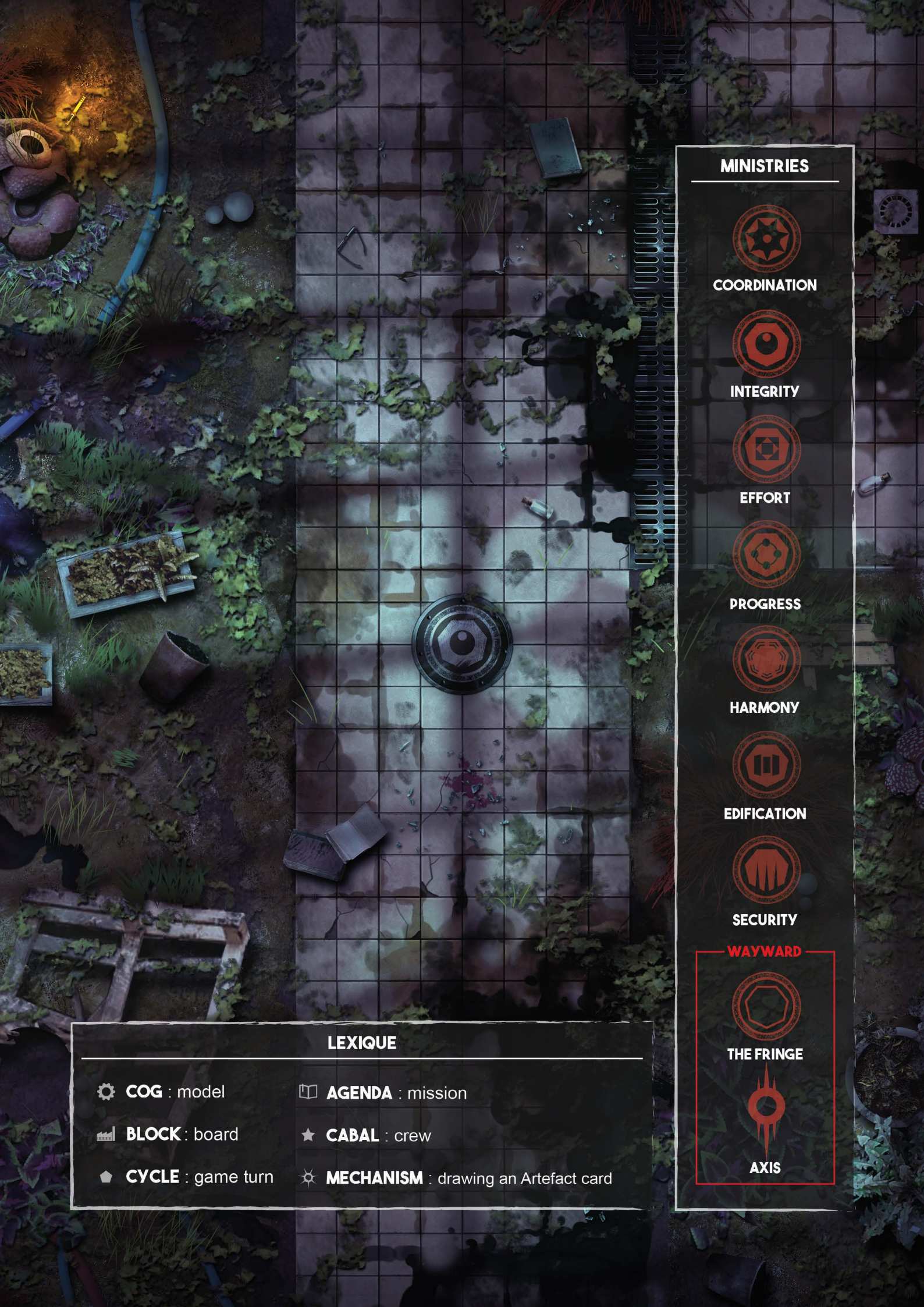
S
Specific Ability : P.20
Shoot : P.15
Simultaneous Game Effect : P.20
Support : P.10
Standard Health Point : P.16
Stat Roll : P.10
Statistics : P.15
Statuts : P.17
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T
Target : P.12
Technique : P.15
Tempt Fate : P.10
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Threat Zone : P.10
Ties : P.27
Timing : P.20
Tinted : P.16
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Tinted Health Point: P.16
Token : P.7
Toward : P.13

V
Valid Target : P.23
Victory Points : P.7, P.36

W
Wayward Ministry : P.31
Within Range : P.12

Z
Zone : P.13



MINISTRIES

COORDINATION

INTEGRITY

EFFORT

PROGRESS

HARMONY

EDIFICATION

SECURITY

WAYWARD

THE FRINGE

AXIS

LEXIQUE

- **COG** : model
- **BLOCK** : board
- **CYCLE** : game turn
- **AGENDA** : mission
- **CABAL** : crew
- **MECHANISM** : drawing an Artefact card

OLOMOC

LEGISLATION

GAME SEQUENCE

SETUP

1. Player number
2. Agenda selection
3. Block and deployment lines
4. Ministries
5. Polisec, Cycle counter and Gall
6. Artefact

CABAL COMPOSITION

GAME CYCLE (X4)

1. Action tokens reserves
2. Start of cycle mechanism
3. Planification
4. Planification phase
5. Hostile phase
6. End of cycle

END OF THE GAME

4 CYCLES / GALL / POLISEC

ACTIVE ABILITIES

REST

ADVANCE 2

ATTACK 2

CHARGE 2

COORDINATION 1 ★★★ > ★★ > ★

PERMANENT ABILITIES

RIPOSTE

DODGE

ATTACK OF OPPORTUNITY

COMBAT TACTIC

ONCE PER MELEE ATTACK :

PUSH

OR

PUSH YOURSELF

OR

STUN

DIFFICULTY THRESHOLD

BASE

CHARGE -1

SUPPORT -1

CHARGE + SUPPORT -2

STATUTS

HEALTHY

TINTED

CORRUPTED

SHOOTING PENALTIES

COVER -1

OVER 4'' -2

SYMBOLS

- STANDARD HP
- REINFORCED HP
- TINTED HP
- RANK
- TECHNIQUE
- COMBAT
- SHOOT
- DODGE
- ONCE PER PHASE
- ONCE PER CYCLE
- ONCE PER GAME
- ACTION TOKEN
- DARKNESS TOKEN
- STUNNED TOKEN