



OLOMOC

LEGISLATION

SEPTEMBER 2026

CREDITS

Rulebook: Edition 2026

Game rules design: Hugo Lichère

Creation of the game's universe: Mikaël Cheyrias

Graphic design: Fabrice Colinet

Illustrations: William Bonhotal, Tarik Boussekine, Cédric Chaillol, Hugo Gravel, Thomas Puggelli, Pascal Quidault, Loïc Vaïarello

Sculpting: Jean Romain Barrau, Mathieu Giordani, Gaël Goumon

Studio Painting: Adrien Cahier, Bibi Miniature, Jinn Paintings

Beta Testers: Richard Caly, Mikaël Cheyrias, Fabrice Colinet, Hugo Lichère, Benoit Vigier, Olivier Vigouroux

Proofreaders: Cyril Casciaro, Michael Chmielewski, David Christy, Matthias Favre-Bulle, Wilfrid Florensa, Aurélien Gabory, Yvan Goyard, Nathan Legrand, Guilhem Pagès, Quentin Riché, Simon Ruiz, Benoit Vigier

Translation: David Christy, Adam J Boyes, Jérémy Mahieu, Guilhem Pagès, Benoit Vigier

Thanks to all the curious players who tried the game during its development and especially to Yannick Blanchinet, Michael "Hiigy" Chmielewski, Xavier "Wallou" Beaulieu, and Julien Gérard for their insightful feedback, as well as to Quentin Riché and Sylvain Peres, whose rules-writing work on Cæris greatly benefited Olomòc's rules.

A BIG thank-you to Mikaël Cheyrias for trusting us and allowing us to contribute in our own way to the development of his captivating universe and to David Christy, Adam J Boyes and Guilhem Pagès for all the time they spent helping us localise the game into the language of Shakespeare.

A HUGE thank-you to our friends Richard, Olivier, and Benoit for their sparkling ideas and countless playtests. In many ways, Olomòc is a project carried forward collectively and the result of many exchanges between passionate friends!

Olomòc © Occicat Games 2026

This book features fictional characters and events. Any resemblance to real persons or events is purely coincidental. Some Occicat Games products may be dangerous if the instructions and safety precautions are not followed, and Occicat Games advises against their use by children under 14 without adult supervision. Regardless of your age, use caution when handling glue or sharp tools.



Find everything you need to start playing in our 2-player starter set.
Visit our online store at occicat.com



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

TABLE OF CONTENTS

CREDITS III 2 DUSK III 4 WELCOME TO THE BLOCK III 5 GAME COMPONENTS III 6 INDEX III 38

BASIC CONCEPTS

8



MEASURES	9
TERRAIN AND LINE OF SIGHT	9
THREAT ZONE	10
STAT ROLL	10
MOVEMENTS	11
KEYWORDS	12

COG OPERATION

14



TYPES OF COGS	15
PROFILE CARD	15
LIFE LINE	16
DARKNESS	17
STUNNED	18

ABILITIES

19



OPERATION	20
GENERIC ABILITIES	21
RANGED ATTACK	23

GAME ENVIRONMENT

24



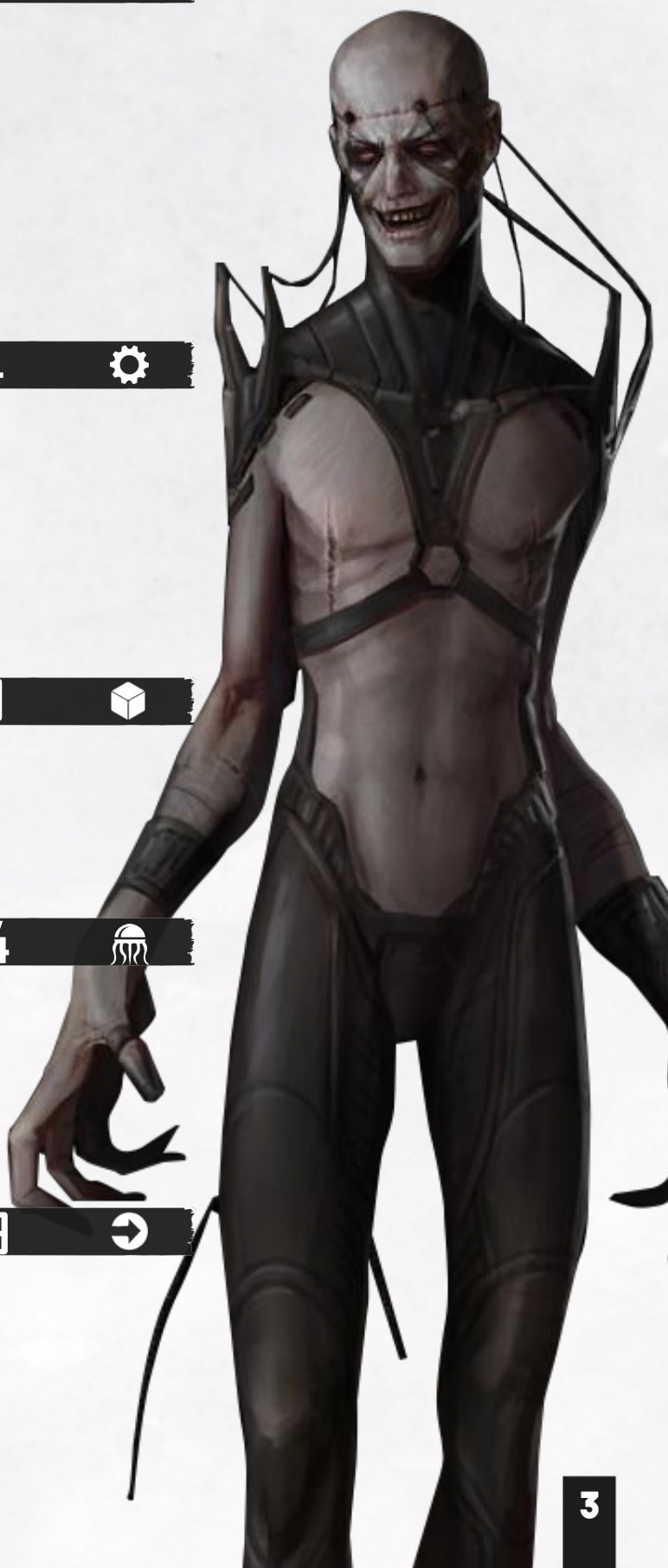
MINISTRIES	25
POLISEC	26
ARTEFACT	27
HOSTILE COGS	28

GAME SEQUENCE

29



SETUP	30
CABAL COMPOSITION	32
GAME CYCLES	33
END OF GAME	36



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 death 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 globalised conflicts, fuelled by terror and nihilism. Then the object slowed its advance. Its revelation plunged living creatures into a collective stupor.

In less than two days, the Artefact swallowed the horizon, piece by piece. Then, when the sky had yielded its place, it closed around the Earth, imprisoning it entirely within its structure. Its lights replaced the stars. Its immense Axes sank into the Earth like fangs into 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, fast-paced and accessible, Olomòc delivers deep tactical gameplay that rewards your skills as a strategist. 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 its many 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 / Game board
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 fulfil 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”.



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.



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.

TERRAIN

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.

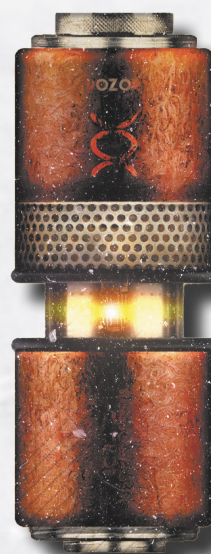


DICE

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:

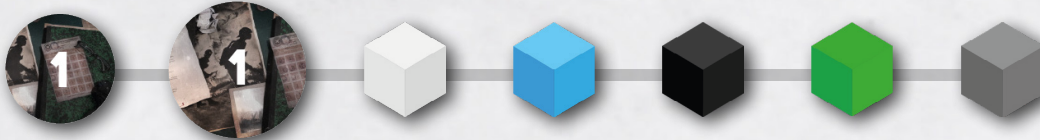
- 1-2 = 1
- 3-4 = 2
- 5-6 = 3





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 TOOLS

During the game, you will need:

- A tape measure or measuring tools marked in inches.
- Olomòc-specific movement gauges.



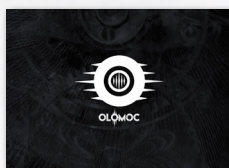
Push Gauge



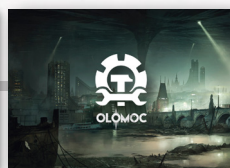
Movement Gauge

GAME CARDS

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



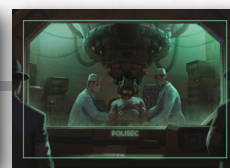
Boon



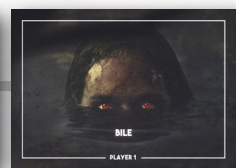
Equipment



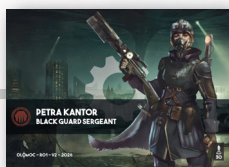
Artefact



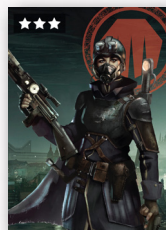
PoliSec



Bile



Profile



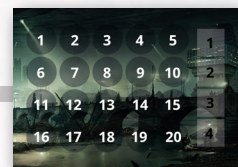
Activation



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.



BASIC CONCEPTS

MEASURES	9
TERRAIN & LINE OF SIGHT	9
THREAT ZONE	10
STAT ROLL	10
MOVEMENTS	11
KEYWORDS	12

MEASURES



UNIT OF MEASUREMENT

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 on the edge of a cog's base, a marker, or any other 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



TERRAIN & 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 tainted (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.

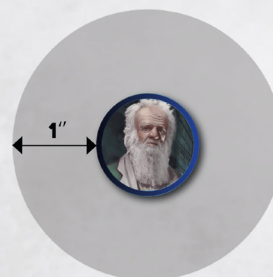


THREAT ZONE



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 stat roll, the player rolls a number of six-sided dice (D6) equal to the value of the stat being used.

The base difficulty 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 ability that requires a 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 a stat roll and before resolving its effects, an active cog may choose to take a Darkness token to re-roll the entire roll.

Note:

- A cog may tempt fate only once per stat 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 counter attack, or an attack of opportunity.

SUPPORT EXAMPLE



Petra 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 Petra Kantor. She therefore gains support for this stat roll. Petra Kantor has a value of 2 . She therefore rolls two D6 with a difficulty 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:

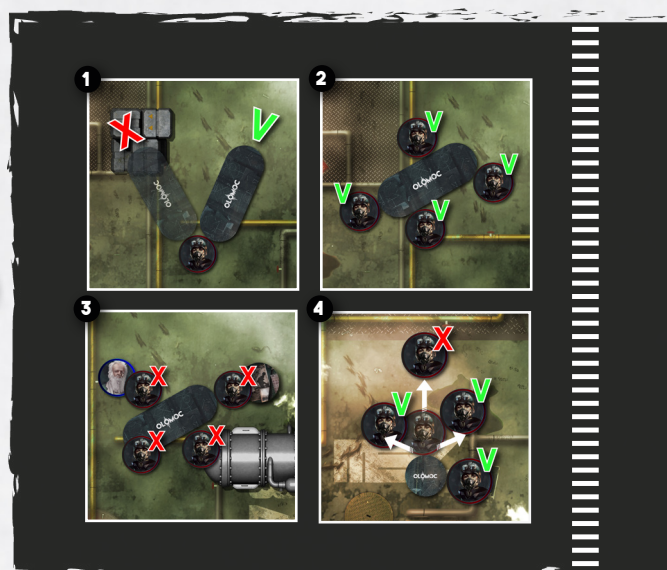
A cog may never make a movement that would cause any part of its base or the measuring tools to be:

- Outside the Block.
- On top of a cog, terrain feature, or marker.

MOVE

To make a move with a cog:

- Use the movement gauge and place it in contact with the cog (in the direction you want). You must have enough space to lay the gauge completely flat on the Block. If you cannot, you may not move the cog using the movement gauge. (Note that it is possible to place the movement gauge on a token). **1**
- The cog may be moved to any position that allows it to remain in contact with the gauge 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 gauge. **3**
- If using the movement gauge is not possible or does not suit you, you may still, when making a move, use the push gauge (**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 gauge. 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 tool 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

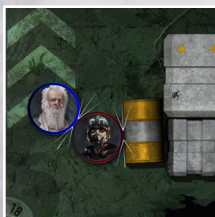
The rules of Olomòc are intended to be as precise as possible, so as to leave no room for interpretation. This is reflected in particular by the use of keywords. You will find these keywords in the rules descriptions in this book, as well as on all of the game's cards.

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.

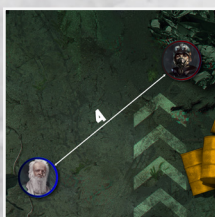
MEASURES

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: Petra 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: Petra Kantor is within 4" of Kubik Oktobar.

LINE OF SIGHT

TARGET

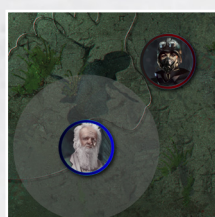


A cog that wants to target another cog or any game element must have line of sight to it.
Example: Petra Kantor has line of sight to Kubik Oktobar but not to Jana Alena Novak.



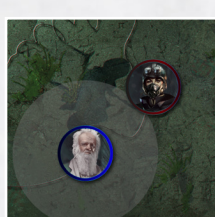
THREAT ZONE

FREE

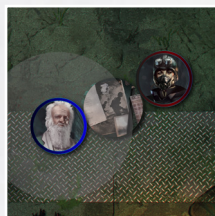


A cog that is not within the threat zone of an enemy or hostile cog is considered free.
Example: Petra Kantor is free because she is not within Kubik Oktobar's threat zone.

ENGAGED



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



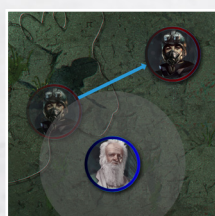
When two cogs are in contact with the same 30 mm marker, they are considered engaged.

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: Petra Kantor enters Kubik Oktobar's threat zone.

EXIT



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



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.

TERRAIN

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 gauge 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.





COG OPERATION

COG TYPES	15
PROFILE CARD	15
LINE LINE	16
DARKNESS	17
STUNNED	18



There are 3 types of Cogs in Olomòc:

Allied: all cogs recruited by a player in their cabal.

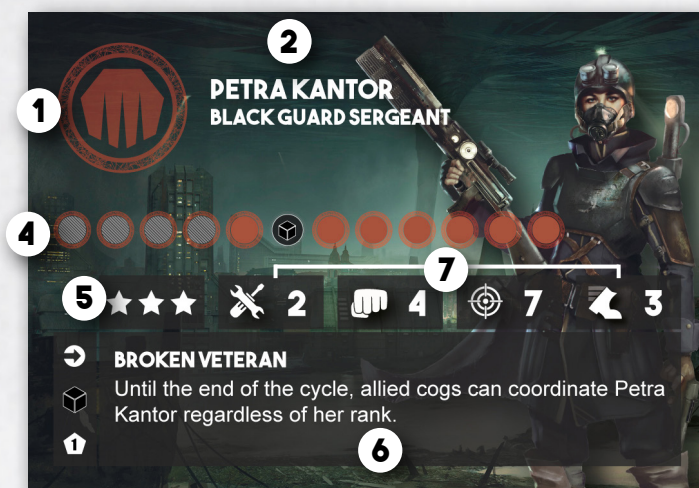
Enemy: all cogs recruited by the opposing player.

Hostiles: all other cogs controlled by the game.

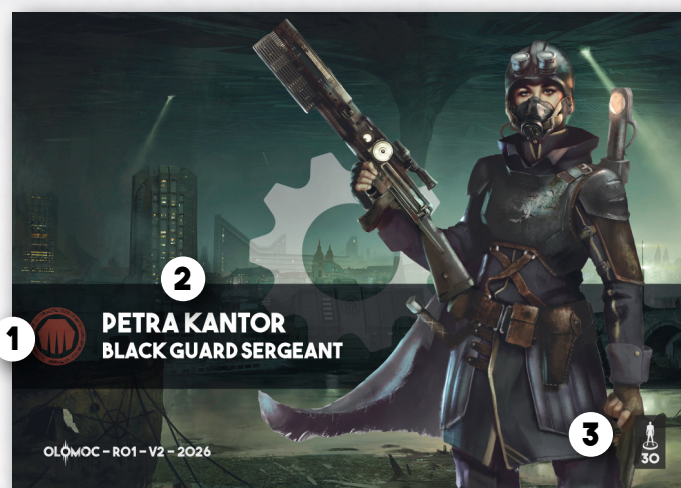
PROFILE CARD



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



Front



Back

1 SYMBOL OF THE COG'S AFFILIATED MINISTRY OR MINISTRIES

2 CHARACTER NAME

3 BASE SIZE

4 LIFE LINE

A cog has a life line, which is itself divided into several health 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 STATS

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

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

Ranged: 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.



A cog has a life line, made up of several health 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.

Tainted HP

Tainted 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 tainted HP on a cog's Life Line as a result of an attack:

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



OUT OF ACTION

A cog is Out of Action when all of its HP on its Life Line have been marked. An out of action cog is immediately 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 the PoliSec.

Note: When the Hunt level reaches 3, the game ends immediately, as explained on page 36. **1**

When a cog takes an allied or enemy cog out of action, give it a Darkness token (see page 17). **2**

REINFORCED HP EXAMPLE

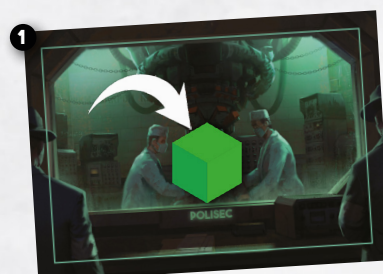
PETRA KANTOR
BLACK GUARD SERGEANT

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

TAINTED HP EXAMPLE

PETRA KANTOR
BLACK GUARD SERGEANT

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





STATUS

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

Sane

A cog is sane when it has 0 Darkness token.

Tainted /

A cog is tainted when it has 1 or 2 Darkness tokens.

Corrupted

A cog is Corrupted 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 Tainted HP on its Life Line is marked.
- When it uses abilities that generate Darkness.
- Due to a game effect, ex: the Artefact's Bile's rain.
- When it comes into base contact with a tainted game element (terrain, marker) and it is not corrupt.

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

BILE

Each player has a Bile card used to track their Bile level. **1**

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

- When one of their Corrupted cogs is assigned a new Darkness token.
*A cog can have a maximum of 3 Darkness tokens at a time. If a cog with 3 Darkness tokens is assigned another Darkness token, discard that token, then place 1 Darkness token in that cog's player's Bile reserve. **2***
- At the end of the cycle, each of their Corrupted cog. **3**

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





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 its threat zone (it therefore no longer engages and no longer provides support).
- Can no longer perform:
 - Active Abilities (Except rest to remove a stunned token).
 - Counter attack, dodge and attack of opportunity.





ABILITIES

OPERATION	20
GENERIC ABILITIES	21
RANGED ATTACK	23



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 frequency 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.

Generic abilities are those described in this chapter.

Specific abilities are those described on game cards (profile, Ministries, equipment, and boons), 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 planning 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 planning phase and cycle are defined on page 33, in the chapter dedicated to the game sequence.

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

The 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 stat.

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.

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 one status token or one Darkness token, of your choice.

ADVANCE

The cog makes a move.

ATTACK

MELEE ATTACK

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

Melee Tactic:

After any possible dodge or counter attack by the targeted cog, you may remove successes from your stat roll to perform one melee 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 advance 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 an advance. As such, it counts toward the usage limit for both advance and attack.

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

CHARGE EXAMPLE



Petra Kantor déclare a charge targeting Kubik Oktobar. She advances to engage him (i.e., he is within her threat zone). Kubik declares a dodge. Petra and Kubik make their stat roll simultaneously. For her melee Attack, Petra applies the following modifiers to the difficulty: 5+ - 1 (charge) - 1 (Hynek's support) = 3+ Petra, 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.

Petra therefore has 3-1 = 2 successes. She decides to use a melee 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 ↻ ↓

A cog whose activation card was revealed during this planning phase may coordinate an allied cog of lower rank whose activation card has already been revealed.

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.
- As part of a coordination, you may therefore perform up to 2 Advances and 2 Attacks with each of the cogs involved.

Note: The planning phase is defined page 33.

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 melee tactic during an attack of opportunity.
- The attack of opportunity does not count toward the frequency limit of the generic attack ability.

COUNTER ATTACK ↻

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 in line of sight for a ranged attack, 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 melee tactic during a counter attack.
- A counter attack does not count toward the frequency limit of the generic attack ability.
- When making a counter attack with a ranged 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 stat 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 complete these steps in order :

- Target an enemy or hostile cog, checking all shooting requirements.
- Make a  stat roll, applying any applicable penalties. Each success on this stat 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 greater 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.

PENALTIES

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

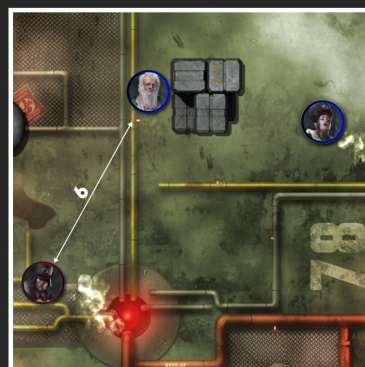
- Long range (i.e., more than 4" from the attacking cog): -2 penalty.
- In cover: -1 penalty.

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.



RANGED 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 and free. 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 cancels 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

MINISTRIES	25
POLISEC	26
ARTEFACT	27
HOSTILE COGS	28



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.

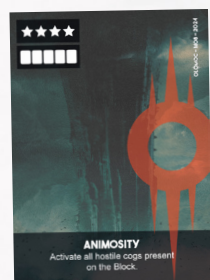
As part of future expansions, you will have the opportunity to use new versions of the Administration, each represented by a Ministries card deck. Each deck is distinct from the others based on the illustration on the front of the cards it contains. Example: deck Ministries Disinformation. During the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

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

Ministry of Coordination: defines objectives and leads.

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

Ministry of Effort: is responsible for resource exploitation and the production of the goods needed for the Block's self-sufficiency.

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

Ministry of Harmony: acts as an intermediary between the Artefact and humanity. It is responsible for studying and understanding the Artefact so that its mysterious precepts can be applied on Earth.

Ministry of Edification: is responsible for housing, infrastructure and the development of the Block.

Ministry of Security: is the armed wing of the Administration. It perhaps best embodies the state of martial emergency under which humanity lives.

Deviant Ministries: Deviant Ministries are not true Ministries of the Administration in the historical sense. The term is used loosely in the rules to affiliate all cogs operating on the fringes of the Block (the Fringe) or emerging 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**



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 new versions 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.



Card Number

Game effect

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 of matching rank 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.

TIE BREAKERS

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 COGS



Hostile cogs represent, in the game, all alien creatures and creatures 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.

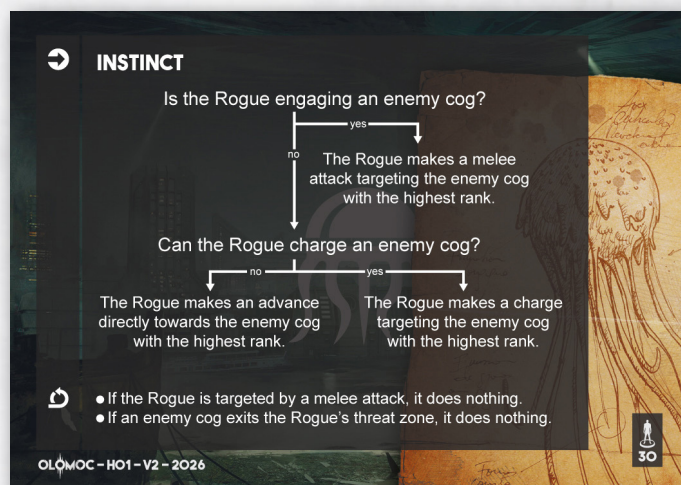
With a few rare exceptions, hostile cogs prioritise moving toward / attacking the cogs with the highest rank rather than the closest cogs.

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 melee tactics.
- Treats the cogs of both players as enemy cogs.

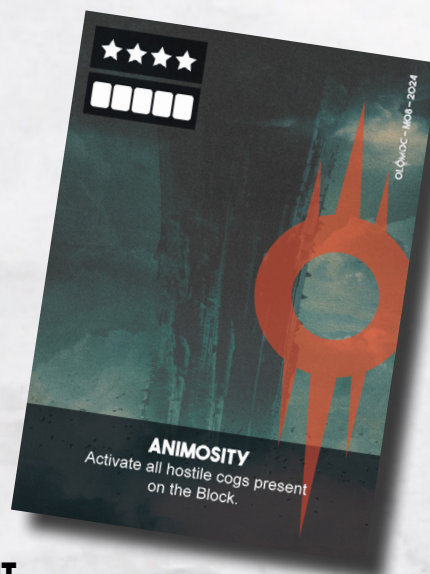


Front



Back

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





GAME SEQUENCE

SETUP	30
CABAL COMPOSITION	32
GAME CYCLES	33
END OF THE GAME	36

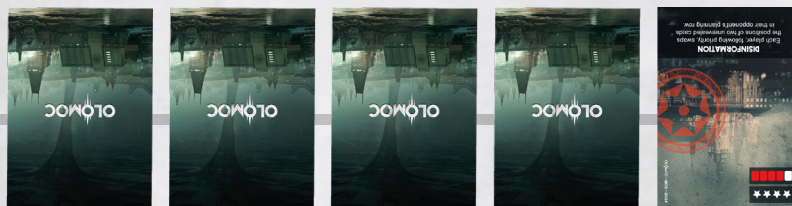
SETUP



STANDARD SETUP

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

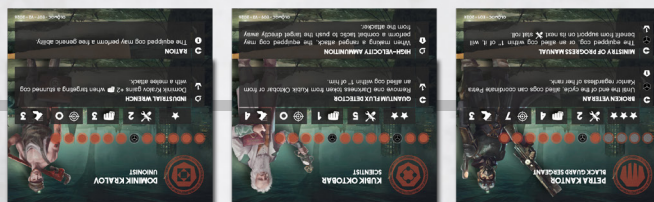
PLANNING PLAYER 1



PLAYER 1'S HAND



PLAYER 1 CABAL (PROFILES + EQUIPMENT)



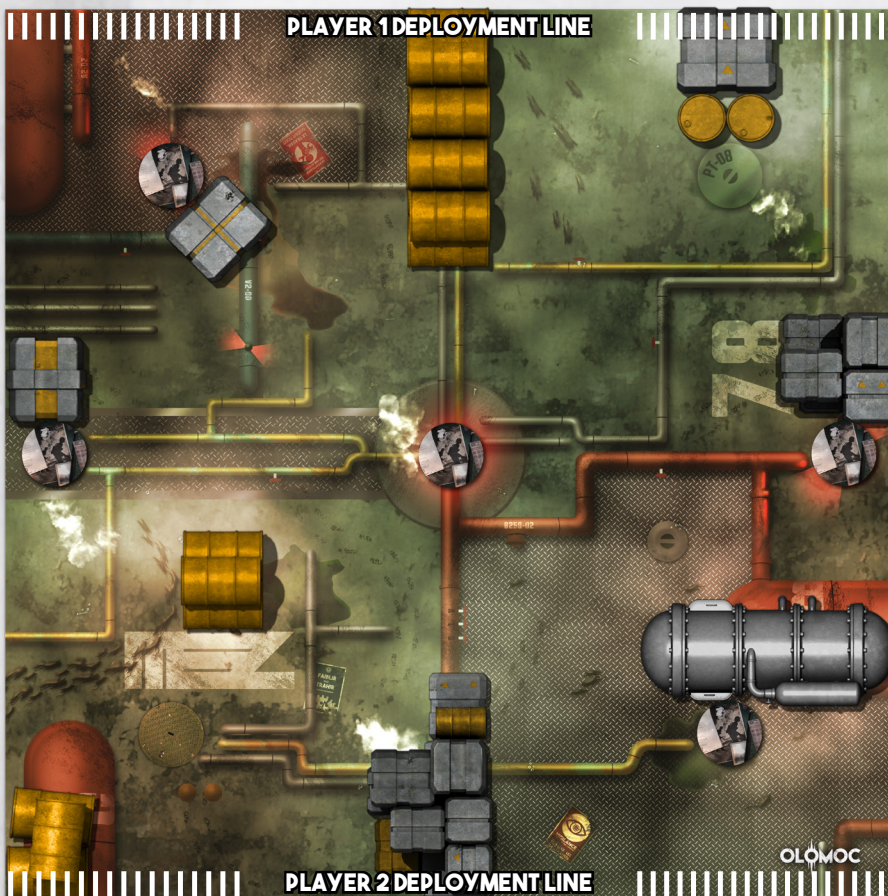
PLAYER 1 BILE

CYCLE COUNTER AND VICTORY POINTS

POLISEC

PLAYER 2 BILE

PLAYER 1 DEPLOYMENT LINE



PLAYER 2 DEPLOYMENT LINE

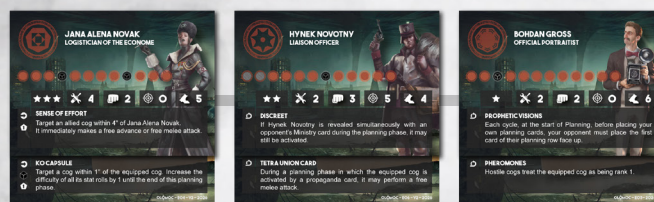
DECK ARTEFACT

ACTIVE ARTEFACT

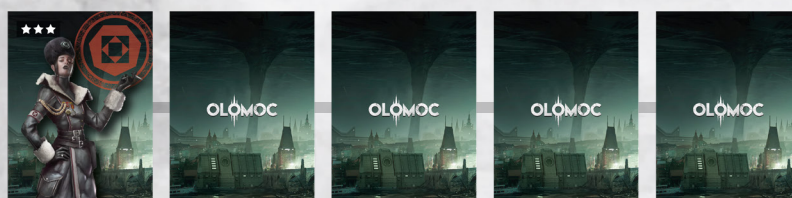
FALLEN MINISTRY

ROGUE PROFILE

PLAYER 2 CABAL (PROFILES + EQUIPMENT)



PLAYER 2'S HAND



PLANNING PLAYER 2

Game setup consists of 6 steps.

1. PLAYERS DESIGNATION

Each player rolls 5D6 with a difficulty 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 that was not dealt to either player face up beside the Block. For this game, it is called the Fallen Ministry.

5. POLISEC, CYCLE COUNTER, & BILE

Place the PoliSec card ①, the cycle counter card ②, and one Bile card ③ 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

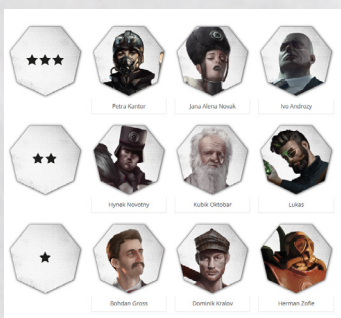
Each player builds their cabal using one of the two methods below:

- 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.

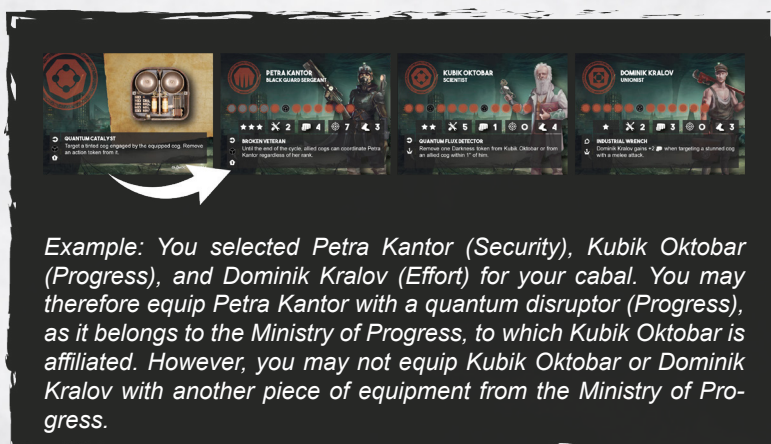
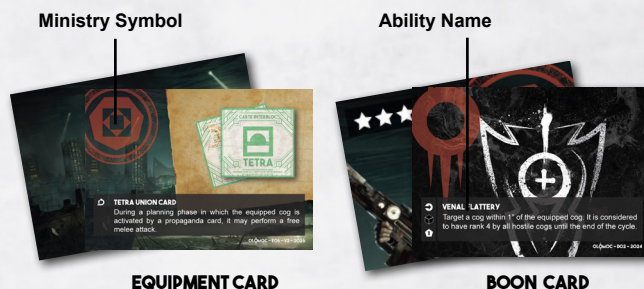


EQUIPMENT AND BOONS

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

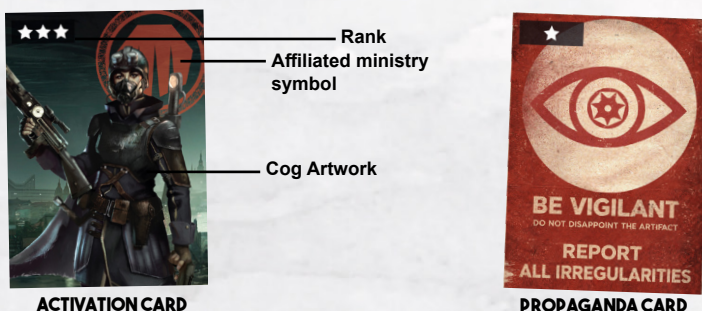
Each cog must be equipped with one equipment/boon card. This card must:

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



PROPAGANDA AND ACTIVATION CARDS

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





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: a cog's action token total cannot exceed this starting amount during the cycle.

2. START-OF-CYCLE MECHANISM

Resolve a Mechanism: draw the top card of the Artefact deck and apply its effect.

Note: no player abilities can affect, or be triggered by, this specific Mechanism.

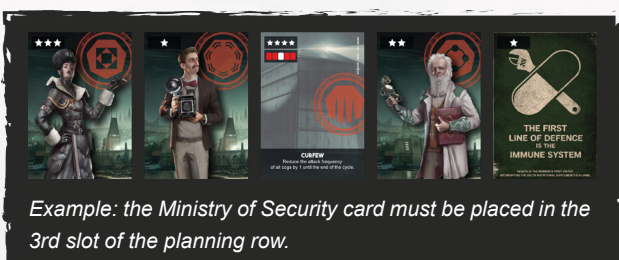


3. PLANNING

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 Ministry cards of their choice.

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



4. PLANNING PHASES

A game cycle consists of 5 planning phases.

4.1 Reveal planning cards and determine the active player

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

If the two cards do not have the same rank value:

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

If the two cards have the same rank value:

- 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

If it's a Ministry card:

- 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.

If it is an activation or propaganda card and the opponent revealed a Ministry card:

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

If it is an activation card and the opponent did not reveal a Ministry card:

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

If it is a propaganda card and the opponent did not reveal a ministry card:

They choose an allied cog, assign up to two action tokens to it (up to its start-of-cycle action reserve limit, generally 4), then activate it.

GAME CYCLES

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.

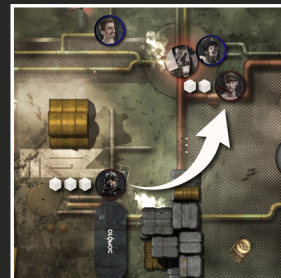
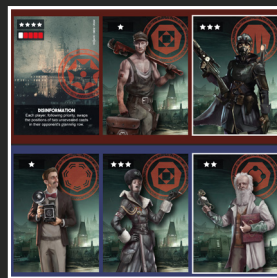
Then start a new planning phase following the previous steps (4.1, 4.2, 4.3, and 4.4).

Repeat this procedure until all planning phases have been completed.

During the first cycle or any later cycle, 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 gauge must be placed in contact with that cog's deployment line.



EXAMPLE OF A PLANNING PHASE



We are in phase 3. Player 1 reveals Petra Kantor's card and Player 2 reveals Kubik Oktobar's. Since Petra Kantor has a higher rank value than Kubik Oktobar, Player 1 becomes the active player.

They activate Petra Kantor to perform an advance. 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 Petra Kantor to make a ranged attack.

They could also have chosen to activate 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:

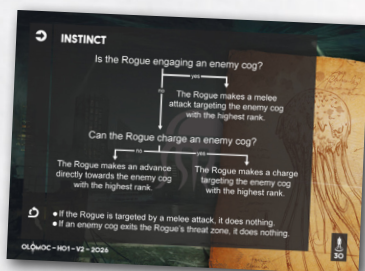
5.1 Determine the active player

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 cog 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 Bile card for each of their corrupted 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 and Darkness 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.



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.



BILE

When a player's Bile 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 Bile level 3, they both lose (without considering priority) and the game wins !



**SUFFERING
IS AN ATTITUDE**



**WORK HEALS
EVERYTHING**

A MESSAGE FROM THE DIRECTORATES OF INTEGRITY AND EFFORT

A

Abilities: P.15, P.19
 Active Ability: P.20
 Activation Card: P.7, P.32
 Activate a Hostile Cog: P.35
 Active Player: P.33
 Action Token: P.7
 Advance: P.21
 Affiliation: P.15
 Agenda: P.5, P.31
 Agenda Token: P.7
 Allied: P.15
 Allied Cog: P.15
 Animosity Card: P.28
 Artefact: P.7, P.27
 Artefact Card: P.7, P.27
 Artefact Card Number: P.27
 Attack: P.21
 Attack of Opportunity: P.22
 Away From: P.13

B

Base: P.15
 Base Size: P.15
 Bile: P.17, P.31
 Bile Card: P.17, P.31
 Block: P.6
 Blocking: P.9
 Block Setup: P.30, P.31
 Boon Card: P.32
 Boon: P.7, P.32

C

Cabals: P.32
 Character name: P.15
 Charge: P.10, P.21
 Cog: P.15
 Composition of the cabals: P.32
 Coordination: P.22
 Corrupted: P.17
 Cover: P.23
 Cost: P.20
 Counter attack: P.22
 Cycle Counter: P.7
 Cycle Counter token: P.7
 Cycle initiation Mechanism: P.33

D

Darkness: P.17
 Darkness Token: P.7
 Deployment Line: P.31
 Dice: P.7
 Difficulty: P.10
 Directly Away From: P.13
 Directly Toward: P.13
 Dodge: P.15, P.22

E

End of Planning Phase : P.34
 End of Cycle : P.35
 End of Game: P.36

End of Planning Card: P.34
 End of the Hostile Phase: P.35
 Enemy : P.15
 Enemy Cog : P.15
 Engaged: P.12
 Enter: P.12
 Equipment: P.7, P.32
 Equipment Card: P.32
 Exit: P.12

F

Faction: P.32
 Fallen Ministry: P.31
 Free: P.12
 Free Ability: P.20
 Frequency: P.20

G

Game Cycle: P.33
 Game Effect: P.20
 Gauge: P.7
 Generic Ability: P.21

H

Hostile: P.28, P.35
 Hostile Cog: P.15
 Hostile Phase: P.35
 Hunt: P.7, P.26

I

In Contact: P.12

L

Life Line: P.15, P.16
 Line of Sight: P.9

M

Markers : P.6
 Measure: P.9
 Mechanism : P.27
 Melee: P.15
 Melee Attack : P.21
 Melee Tactic : P.21
 Ministry : P.7, P.31
 Ministry Card : P.7, P.25
 Modifiers : P.10
 Move : P.11
 Movement : P.11

N

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

O

Out of Action: P.16

P

Passive Player: P.33
 Permanent Ability: P.20
 Placement: P.11
 Planning: P.33

Planning Card: P.33
 Planning Constraints: P.25
 Planning Phase: P.33
 PoliSec: P.26, P.31
 PoliSec Card: P.31
 Priority: P.27
 Profile Card: P.15
 Propaganda Card: P.32
 Protection: P.16
 Purpose of the game: P.5
 Push: P.11
 Player 1, Player 2: P.31
 Player Token: P.7

R

Ranged: P.15
 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

S

Sane: P.17
 Specific Ability: P.20
 Simultaneous Game Effect: P.20
 Support: P.10
 Standard Health Point: P.16
 Stat Roll: P.10
 Stats: P.15
 Status: P.17
 Stunned: P.18
 Stunned state: P.18
 Stunned Token: P.7

T

Target: P.12
 Tech: P.15
 Tempt Fate: P.10
 Terrain: P.9
 Threat Zone: P.10
 Ties: P.27
 Timing: P.20
 Tainted: P.16
 Tainted game element: P.17
 Tainted Health Point: P.16
 Token: P.7
 Tools: P.7
 Toward: P.13

V

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

W

Within Range: P.12

Z

Zone: P.13

MINISTRIES



COORDINATION



INTEGRITY



EFFORT



PROGRESS



HARMONY



EDIFICATION



SECURITY

DEVIANT



THE FRINGE



AXIS

LEXIQUE

⚙️ **COG** : model

🏠 **BLOCK** : game board

🔄 **CYCLE** : game turn

📖 **AGENDA** : mission

★ **CABAL** : gang

⚡ **MECHANISM** : drawing an Artefact card and resolving its effect

OLOMOC

LEGISLATION

GAME SEQUENCE

SETUP

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

CABAL COMPOSITION

GAME CYCLE (X4)

1. Action tokens reserves
2. Start-of-cycle Mechanism
3. Planning
4. Planning phases
5. Hostile phase
6. End of cycle

END OF THE GAME

4 CYCLES / BILE   / POLISEC   

ACTIVE ABILITIES

REST  →  / 

ADVANCE  2 →  / 

ATTACK  2 →  / 

CHARGE   2 →  /  + 

COORDINATION 1 → ★★★★★ > ★★★ > ★

PERMANENT ABILITIES

COUNTER ATTACK  →  / 

DODGE  → 

ATTACK OF OPPORTUNITY → 

MELEE TACTIC

ONCE PER MELEE ATTACK:

PUSH  → 

OR

PUSH YOURSELF  → 

OR

STUN   → 

DIFFICULTY THRESHOLD

BASE → 

CHARGE -1 → 

SUPPORT -1 → 

CHARGE + SUPPORT -2 → 

STATUTS

 → SANE
 /  → TAINTED
   → CORRUPTED

RANGED ATTACK PENALTIES

COVER → -1 
 OVER 4" → -2 

SYMBOLS

 STANDARD HP	 RANK	 ONCE PER PHASE	 ACTION TOKEN
 REINFORCED HP	 TECH	 ONCE PER CYCLE	 DARKNESS TOKEN
 TINTED HP	 MELEE	 ONCE PER GAME	 STUNNED TOKEN
	 RANGED		
	 DODGE		