

ALONE

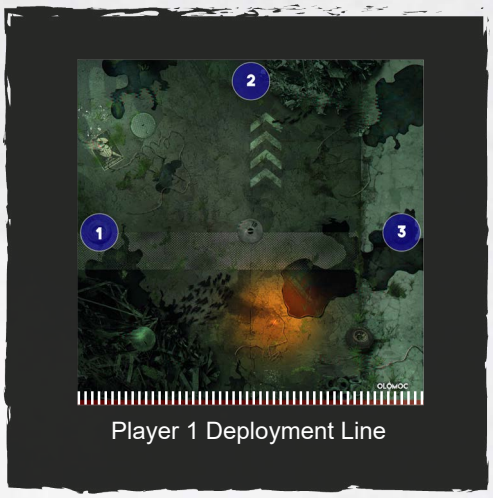
THE BLOCK AWAITS YOU

SOLO is a game mode that lets you play games alone against the game environment and a game-controlled player, called the System. All of Olomòc's core rules remain unchanged, except for those specifically mentioned on the following pages.
You will need the Others booster to play this game mode.

SETUP

PLAYER NUMBER
You are player 1. Player 2 is the System.

BLOCK AND DEPLOYMENT LINES
Choose the edge of the Block that will be your deployment line. Then assign a number to the edges of the Block located on the midlines, as shown in the diagram opposite.



Player 1 Deployment Line

MINISTRIES
You must use the starter Ministries deck.

ARTEFACT ET DÉTERMINATION DU NIVEAU D'HOSTILITÉ
Select only the 12 Artefact cards included in the starter. Then, depending on the desired hostility level for the game, randomly place Rogue cards on top of the deck :

Amateur :	1 Rogue
Veteran :	2 Rogues
Reckless :	3 Rogues

CABALS
Build your cabal using the usual procedure. The System’s cabal consists of the Queen, the Hunter, and the Vermin. They are not equipped with gifts.

DEPLOYING THE SYSTEM'S COGS
For each numbered corner of the Block, randomly determine which System cog will be deployed in that location.

GAME CYCLE

PLANNING

For you, follow the usual planning procedure.
For the System, follow the steps below :

- Make a face-down deck with all of the System's Ministry cards. Then randomly draw one of these cards without looking at it.
- Make a face-down deck with the drawn Ministry card and all of the System's activation and propaganda cards. Then place them randomly face down from left to right to form the System's planning row.

System Ministry cards therefore do not follow their planning constraint.

PLANNING PHASES

Play the active player's planning card
When the System becomes the active player :
Activate the cog linked to the activation card, following its INSTINCT as detailed at the end of this rules booklet.
A System cog cannot perform a coordination.

When a Propaganda card is revealed, choose the System cog with the highest rank.

When the System becomes the passive player, its cogs use their permanent abilities according to their INSTINCT, as detailed at the end of this rules booklet.

HOSTILE PHASE

You activate all hostile cogs on the Block in the order that is most problematic for you.
I.e. the order that is most dangerous for you and therefore the most optimal for the Rogues.

MISCELLANEOUS ADJUSTMENTS

HOSTILE ALLIANCE

The System's cogs and hostile cogs count as allied cogs.

COMBAT TACTICS

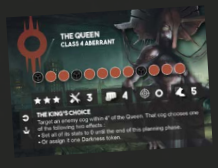
The System's cogs never perform combat tactics.



PUTRID INFLUENCE (VERMIN ABILITY)
Push the cog targeted by this ability directly toward the Vermin.



QUANTUM RIFT (ARTEFACT CARD)
When the System plays the Quantum Rift Artefact card, place the chosen cog directly toward the System cog with the highest rank.



THE KING'S CHOICE (QUEEN ABILITY)
When one of your cogs is targeted by The King's Choice ability, you must choose to assign it a Darkness token.



DISINFORMATION
When the Disinformation Ministry is played, take back into your hand all of your unrevealed planning cards and randomly place them back into your planning row.

AGENDAS

Apply the rules below to all agendas. Note that, in this solo mode, only the Prospecting, Quantum Anomaly, Visits, Lost Hypogeum, and Quantar Piles agendas can be played.

VICTORY CONDITION

To win the game, you must :

- To have scored 5 more victory points than the System at the end of the 4th cycle, without the Hunt level reaching 3.
- Or to ensure that the System's Gall level reaches 3.

VICTORY POINTS

The System scores X + W victory points whenever an enemy cog is taken out of action, where X is the rank value of the cog taken out of action, and W is the rank value of the cog that made the attack.
Example: A Rank 2 cog taken out of action by the Queen (Rank 3) scores 5 victory points for the System. A Rank 2 cog taken out of action by a Rogue (Rank 2) scores 4 victory points for the System.

12 QUANTUM ANOMALY

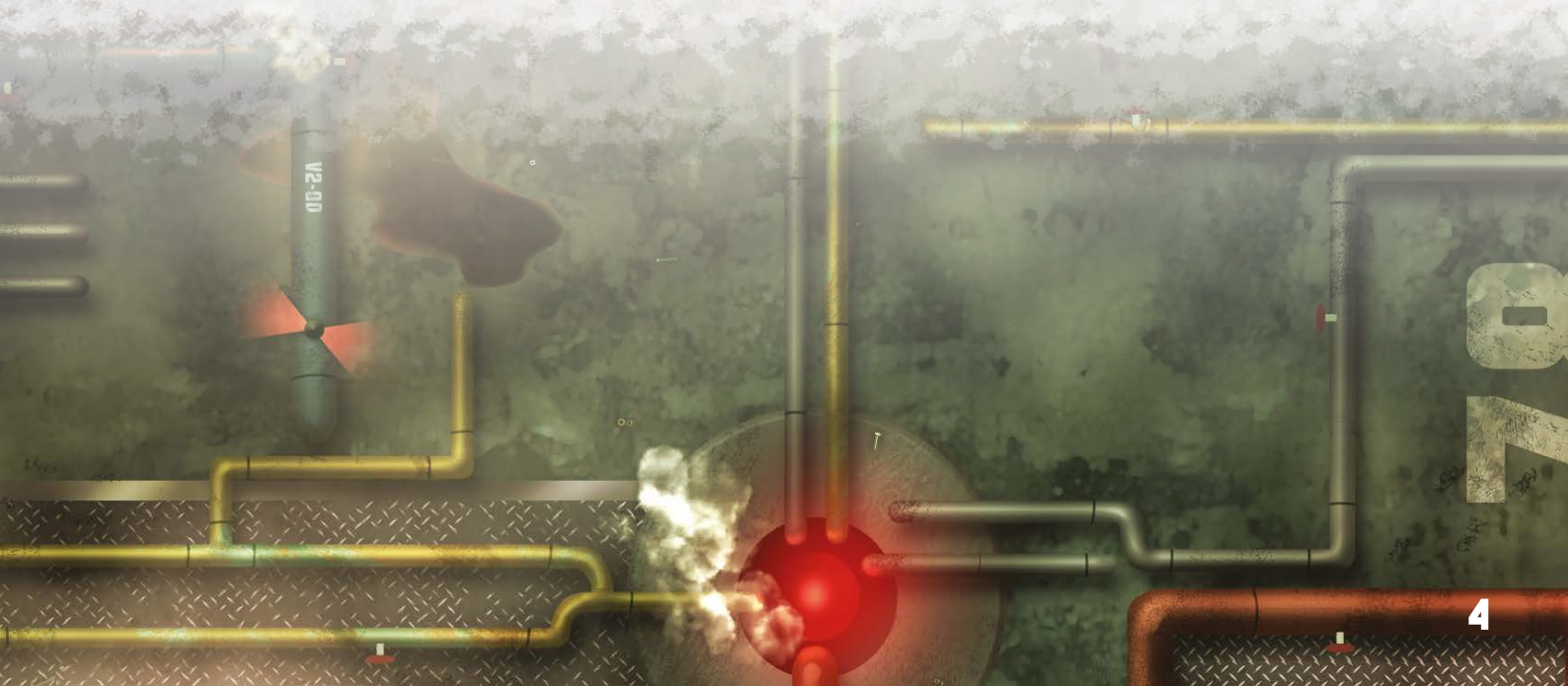
Special Rules:
After you have studied the Anomaly, roll 1D3 to randomly identify one of the Block corners numbered during setup. Then move the Anomaly 4 inches directly toward the identified corner.

13 VISITS

Setup:
You may reduce the hostility level by placing only 1, 2, or 3 Rogues on top of the Artefact deck. When you move a System cog, whenever possible it will end its movement fully within one quarter of the Block.

15 QUANTAR BATTERIES

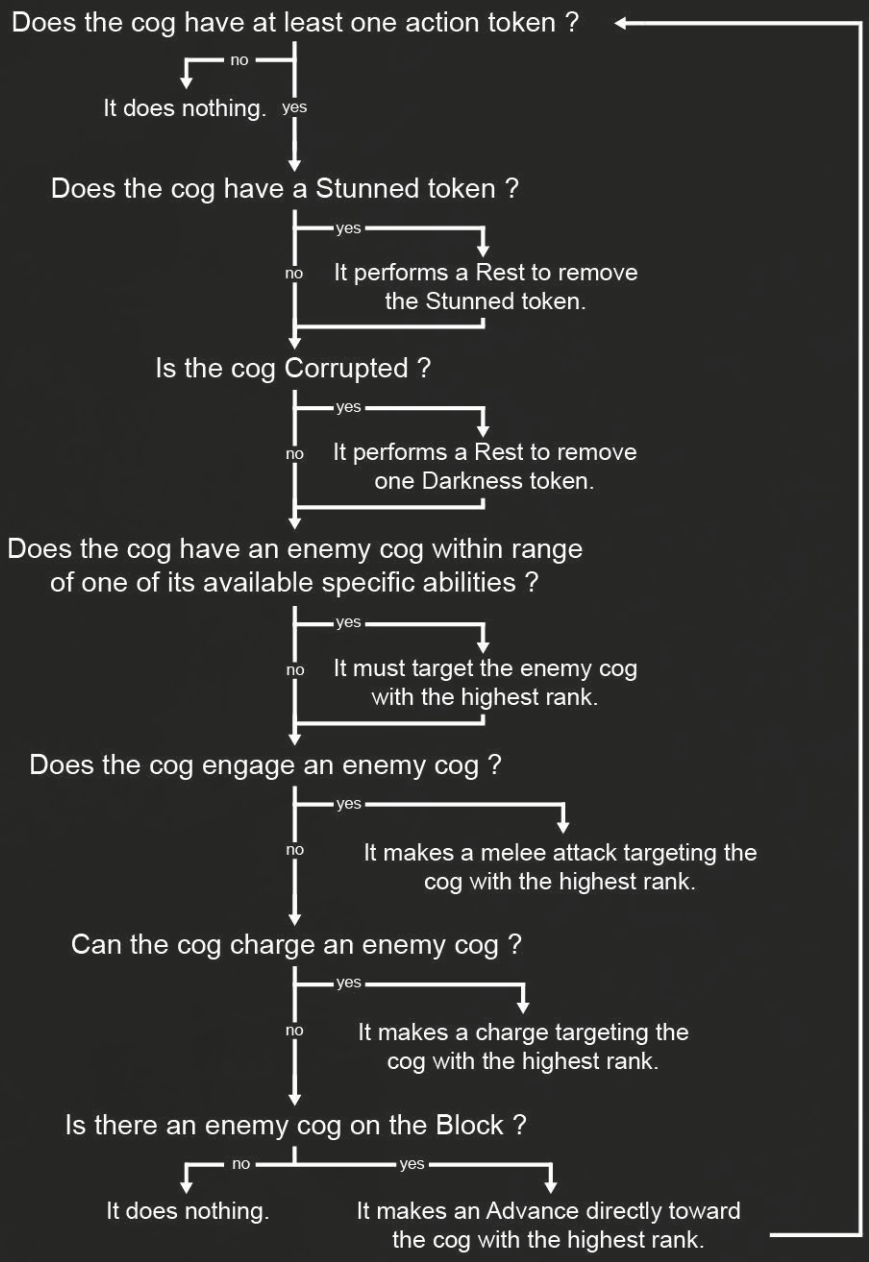
Setup:
You do not place a Quantar Battery as Player 1.
Place the System's Quantar Battery using the following method :
Place the Quantar Battery 2 inches from the corner numbered 2 during setup, on the Block's midline.



SYSTEM COG INSTINCTS

Each of the System's cogs, whether it is active or passive, must, if possible, spend all of its action points according to its INSTINCT.

INSTINCT









- If the cog is targeted by a attack, it makes a riposte.
- If the cog is targeted by a ranged attack, it makes a dodge.
- If an enemy cog exits its threat zone, it makes an opportunity attack.