# CHAPTER 4Ω OMEGA WEAPONS

## OMEGA PLAYTEST PACK #1 (e23)

### 4ΩA OMEGA PHASERS

#### 4ΩA1 GENERAL RULE
- 4ΩA1A SHIP CARD
- 4ΩA1B FIRING RATE
- 4ΩA1C AMMUNITION
- 4ΩA1D RANGE
- 4ΩA1E RESISTANCE TO ADJUSTMENTS

#### 4ΩA2 TYPES OF PHASER-Qs
- 4ΩA2A PHASER-Q1
- 4ΩA2B PHASER-Q2
- 4ΩA2C PHASER-Q3
- 4ΩA2D TABLES

#### 4ΩA3 FIRING PROCEDURE
- 4ΩA3A STEP 1
- 4ΩA3B STEP 2
- 4ΩA3C STEP 3
- 4ΩA3D STEP 4

### 4ΩA RADIATION PHASERS

#### 4ΩA1 GENERAL RULE
- 4ΩA1A SHIP CARD
- 4ΩA1B FIRING RATE
- 4ΩA1C AMMUNITION
- 4ΩA1D RANGE
- 4ΩA1E IMPROVED ACCURACY

#### 4ΩA2 TYPES OF PHASER-Rs
- 4ΩA2A PHASER-R1
- 4ΩA2B PHASER-R2
- 4ΩA2C PHASER-R3
- 4ΩA2D TABLES

#### 4ΩA3 FIRING PROCEDURE
- 4ΩA3A STEP 1
- 4ΩA3B STEP 2
- 4ΩA3C STEP 3
- 4ΩA3D STEP 4

### 4ΩA WIDE ANGLE PHASERS

#### 4ΩA1 GENERAL RULE
- 4ΩA1A SHIP CARD
- 4ΩA1B FIRING RATE
- 4ΩA1C AMMUNITION
- 4ΩA1D RANGE

#### 4ΩA2 TYPES OF PHASER-Ws
- 4ΩA2A PHASER-W1
- 4ΩA2B PHASER-W2
- 4ΩA2C TABLES

#### 4ΩA3 FIRING PROCEDURE
- 4ΩA3A STEP 1
- 4ΩA3B STEP 2
- 4ΩA3C STEP 3
- 4ΩA3D STEP 4

### 4ΩB TACHYON GUNS

#### 4ΩB1 GENERAL RULE
- 4ΩB1A SHIP CARD
- 4ΩB1B FIRING RATE
- 4ΩB1C AMMUNITION
- 4ΩB1D RANGE

#### 4ΩB2 ARMING TACHYON GUNS
- 4ΩB2A ARMING
- 4ΩB2B HOLDING
- 4ΩB2C PRE-GAME ARMING
- 4ΩB2D OVERLOADS

#### 4ΩB3 FIRING TACHYON GUNS
- 4ΩB3A STEP 1
- 4ΩB3B STEP 2
- 4ΩB3C STEP 3

### 4ΩC IMPLOSION BOLTS

#### 4ΩC1 GENERAL RULE
- 4ΩC1A SHIP CARD
- 4ΩC1B FIRING RATE
- 4ΩC1C AMMUNITION
- 4ΩC1D RANGE

#### 4ΩC2 ARMING IMPLOSION BOLTS
- 4ΩC2A ARMING
- 4ΩC2B HOLDING
- 4ΩC2C PRE-GAME ARMING

#### 4ΩC3 FIRING IMPLOSION BOLTS
- 4ΩC3A STEP 1
- 4ΩC3B STEP 2
- 4ΩC3C STEP 3

### 4ΩD TARGET ACCENTUATORS

#### 4ΩD1 GENERAL RULE
- 4ΩD1A SHIP CARD
- 4ΩD1B FIRING RATE
- 4ΩD1C AMMUNITION
- 4ΩD1D RANGE

#### 4ΩD2 ARMING TARGET ACCENTUATORS
- 4ΩD2A ARMING
- 4ΩD2B HOLDING
- 4ΩD2C PRE-GAME ARMING

#### 4ΩD3 FIRING TARGET ACCENTUATORS
- 4ΩD3A STEP 1
- 4ΩD3B STEP 2
- 4ΩD3C STEP 3
- 4ΩD3D STEP 4

### 4ΩE FOCUSED ENERGY BEAM

#### 4ΩE1 GENERAL RULE
- 4ΩE1A SHIP CARD
- 4ΩE1B FIRING RATE
- 4ΩE1C AMMUNITION
- 4ΩE1D RANGE

#### 4ΩE2 FIRING TARGET ACCENTUATORS
- 4ΩE2A STEP 1
- 4ΩE2B STEP 2
- 4ΩE2C STEP 3
- 4ΩE2D STEP 4

### 4ΩF ALTERED SCALE PHOTON TORPEDOES

#### 4ΩF1 GENERAL RULE

#### 4ΩF2 TYPES OF ALTERED SCALE PHOTON TORPEDOES
- 4ΩF2A LIGHT PHOTON TORPEDOES
- 4ΩF2B HEAVY PHOTON TORPEDOES
- 4ΩF2C TABLES

#### 4ΩF3 ARMING ALTERED SCALE PHOTON TORPEDOES
- 4ΩF3A LIGHT PHOTON ARMING
- 4ΩF3B LIGHT PHOTON HOLDING
- 4ΩF3C OVERLOADED LIGHT PHOTONS
- 4ΩF3D HEAVY PHOTON ARMING
- 4ΩF3E HEAVY PHOTON HOLDING
- 4ΩF3F OVERLOADED HEAVY PHOTONS

### 4ΩG SHORT RANGE CANNONS

#### 4ΩG1 GENERAL RULE
- 4ΩG1A SHIP CARD
- 4ΩG1B AMMUNITION
- 4ΩG1C OVERLOADS
- 4ΩG1D Reloads
- 4ΩG1E TARGETS
- 4ΩG1F AEGIS

#### 4ΩG2 DEFENSIVE FIRE
- 4ΩG2A STEP 1
- 4ΩG2B STEP 2
- 4ΩG2C STEP 3
- 4ΩG2D STEP 4

#### 4ΩG3 OFFENSIVE FIRE
- 4ΩG3A STEP 1
- 4ΩG3B STEP 2
CHAPTER 4Ω OMEGA WEAPONS

OMEGA PLAYTEST PACK #1 (e23)

4ΩH TACHYON MISSILES

4ΩH1 GENERAL RULE
- 4ΩH1A SHIP CARD
- 4ΩH1B CARRIAGE
- 4ΩH1C LAUNCH RATE
- 4ΩH1D RACK PAIRING
- 4ΩH1E MOVEMENT
- 4ΩH1F ENDURANCE
- 4ΩH1G RELOADING
- 4ΩH1H ANTI-DRONES
- 4ΩH1J NEGATIVE TRACTOR
- 4ΩH1K RACK DISABLING
- 4ΩH1L CONTROL
- 4ΩH1M NO BLINDING

4ΩH2 TYPES OF TACHYON MISSILES
- 4ΩH2A STANDARD MISSILE
- 4ΩH2B MIDDLE ERA MISSILE
- 4ΩH2C TRANSITION ERA MISSILE
- 4ΩH2D LATE ERA MISSILE

4ΩH3 COMBAT
- 4ΩH3A COUNTER-WEAPON NOTE
- 4ΩH3B LIFE OF A TACHYON MISSILE
- 4ΩH3C MYOPIC ZONE

4ΩJ IMPLOSION TORPEDOES

4ΩJ1 GENERAL RULE
- 4ΩJ1A SHIP CARD
- 4ΩJ1B FIRING RATE
- 4ΩJ1C AMMUNITION
- 4ΩJ1D TYPES OF IMPLOSION TORPEDOES
- 4ΩJ1E TRACKING ARCS
- 4ΩJ1F SEEKERS ONLY

4ΩJ2 ARMING IMPLOSION TORPEDOES
- 4ΩJ2A ARMING PROCEDURE
- 4ΩJ2B UPGRADING
- 4ΩJ2C START OF TURN

4ΩJ3 IMPLOSION TORPEDOES IN COMBAT
- 4ΩJ3A MINIMUM DISTANCE
- 4ΩJ3B IMPACT
- 4ΩJ3C DISABLED LAUNCH

4ΩK HIGH-ENERGY ACCEPTANCE TORPEDOES

4ΩK1 GENERAL RULE
- 4ΩK1A SHIP CARD
- 4ΩK1B FIRING RATE
- 4ΩK1C AMMUNITION
- 4ΩK1D TYPES OF IMPLOSION TORPEDOES
- 4ΩK1E TRACKING ARCS
- 4ΩK1F SEEKERS ONLY
- 4ΩK1G RE-TARGETING

4ΩK2 ARMING HIGH-ENERGY ACCEPTANCE TORPEDOES
- 4ΩK2A ARMING PROCEDURE
- 4ΩK2B UPGRADING
- 4ΩK2C FAST-LOADING
- 4ΩK2D START OF TURN

4ΩK3 HIGH-ENERGY ACCEPTANCE TORPEDOES IN COMBAT
- 4ΩK3A SEEKING WEAPON CONTROL
- 4ΩK3B SPEED
- 4ΩK3C INCREASED PHASER RESISTANCE
- 4ΩK3D DISABLED LAUNCH

CAPTAIN’S LOG #42 SUPPLEMENTAL (PLAYTEST MATERIAL)

4ΩC WIDE ANGLE PHASERS

4ΩC1 GENERAL RULE
- 4ΩC1A SHIP CARD
- 4ΩC1B FIRING RATE
- 4ΩC1C AMMUNITION
- 4ΩC1D RANGE

4ΩC2 TYPES OF PHASER-Ws
- 4ΩC2A PHASER-W1
- 4ΩC2B PHASER-W3
- 4ΩC2C TABLES

4ΩC3 FIRING PROCEDURE
- 4ΩC3A STEP 1
- 4ΩC3B STEP 2
- 4ΩC3C STEP 3
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4ΩD TACHYON GUNS

4ΩD1 GENERAL RULE
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4ΩD2 ARMING TACHYON GUNS
- 4ΩD2A ARMING
- 4ΩD2B HOLDING
- 4ΩD2C PRE-GAME ARMING

4ΩD3 FIRING TACHYON GUNS
- 4ΩD3A STEP 1
- 4ΩD3B STEP 2
- 4ΩD3C STEP 3
- 4ΩD3D STEP 4

4ΩG FOCUSED ENERGY BEAM

4ΩG1 GENERAL RULE
- 4ΩG1A SHIP CARD
- 4ΩG1B FIRING RATE
- 4ΩG1C AMMUNITION
- 4ΩG1D RANGE

4ΩG2 FIRING TARGET ACCENTUATORS
- 4ΩG2A STEP 1
- 4ΩG2B STEP 2
- 4ΩG2C STEP 3
- 4ΩG2D STEP 4

CAPTAIN’S LOG #42 (PLAYTEST MATERIAL)

4ΩH ALTERED SCALE PHOTON TORPEDOES

4ΩH1 GENERAL RULE
- 4ΩH2A LIGHT PHOTON TORPEDOES
- 4ΩH2B HEAVY PHOTON TORPEDOES

4ΩH3 ARMING ALTERED SCALE PHOTON TORPEDOES
- 4ΩH3A LIGHT PHOTON ARMING
- 4ΩH3B LIGHT PHOTON HOLDING
- 4ΩH3C OVERLOADED LIGHT PHOTONS
- 4ΩH3D HEAVY PHOTON ARMING
- 4ΩH3E HEAVY PHOTON HOLDING
- 4ΩH3F OVERLOADED HEAVY PHOTONS