

UPDATES TO THE *OMEGA MASTER RULEBOOK* AND *MODULE OMEGA #5*

This file contains all of the changes to the *Omega Master Rulebook* which were updated or corrected in the 2011 edition. Of necessity it includes the corrections to the *Omega #5* rulebook and SSDs, and if you have an *Omega Master Rulebook* and *Omega #5* you will have all of the updates to those you would need without purchasing a Revision 2011 copy of the *Omega Master Rulebook*.

Note, this data does not include the tactical primers or other material published in *Captain's Log* since the *Omega Master Rulebook* was first published.

(OA1.0) CORRECTION: In the Third Cycle, the entry for Y149 states that, "The Vulpa wind up facing the Trobrin invasion fleet, the Tazol confront the Vari, and the Wallimi fight the Koligahr." Is changed to read: "The Vulpa wind up facing the Vari invasion fleet, the Tazol confront the Trobrin, and the Wallimi fight the Koligahr."

(OA1.0) REVISION: The previous edition of the *Omega Master Rulebook* stated that *Omega #5* would have the timeline for the following 8th cycle, with the Paravian Jihad, the Echarri expansion, the Wormhole wars, and the Scon threat. The current 2011 revision says: "The Eighth Cycle, detailing the Paravian Jihad, the Echarri Expansion, the Wormhole Wars, and the Scon Threat, was originally scheduled to appear in a *Module Omega #5* that was to include those empires. Instead *Module Omega #5* was used to integrate fast patrol ships (the playtest rules for which were in *Captain's Log #22*) into the Omega Octant. It is not currently known when the Eighth Cycle and its empires will be published, as the outside designer lost virtually all of the data in a series of computer crashes."

(OA1.0) CORRECTION: Y187: TEXT: Worb begin to make significant gains against the Hivers, attempting to link up with the Mæsrons around Drex space. SHOULD READ: Worb begin to make significant gains against the Hivers, attempting to link up with the Vari around Drex space.

(OA1.0) CORRECTION: Y187: TEXT: Koligahr break through Probr border and begin to attack Chlorophon space, forcing Phons to recall forces to defend their worlds. SHOULD READ: Trobrin break through Probr border and begin to attack Chlorophon space, forcing Phons to recall forces to defend their worlds.

(OA1.0) CORRECTION: Y191: TEXT: Second Great War ends as Mæsrons and Probr sue for peace with the Trobrin and Koligahr. Fighting continues on Koligahr-Chlorophon, Vari-Alunda, Hiver-Alunda, and Drex-Worb fronts. SHOULD READ: Second Great War ends as Mæsrons and Probr sue for peace with the Trobrin and Vari. Fighting continues on Koligahr-Vari, Vari-Alunda, Hiver-Alunda, and Drex-Worb fronts.

(OA1.0) CLARIFICATION: Y201: The change that has the Echarri coming from a "home Octant" rather than a "home Sector" is not a change, it just reflects the standardization of referring to regions of space that are different as Octants.

(OE1.24) CORRECTION: This rule refers to the "Trobrin Alliance;" this should be to the "Trobrin Empire."

(OE14.32) CORRECTION: Format: There should be a space above this rule separating it from (OE14.31).

(OE14.325) CORRECTION: In the example the reference to the #3 shield being damaged should have been to the #6 shield as per (OE14.321).

(OE21.13) CORRECTION: Typo in the last sentence, ". . . takes on option . . ." should be ". . . takes one option . . ."

(OE23.16) DELETION: Delete mention of use of heavy photons on fighters.

(OE31.0) CLARIFICATION: This has been added to the introduction to this rule: Caseless antimatter was always available to antimatter cannons.

(OE8.22) CLARIFICATION: The reference to an armed weapon refers to the particle beam of the probe having been armed. A particle probe that begins arming on one turn can have its arming discontinued during Energy Allocation of the subsequent turn. A second particle probe could begin arming on the subsequent turn, but obviously could not complete its arming or be fired until the following turn. Canceling the arming of a particle probe during Energy Allocation of what would have been its second turn of arming does not need to be announced, the power previously allocated for the first turn of arming is simply lost and the probe is not lost.

(OE8.39) NEW RULE: Particle Probes require the ship launching the particle probe to have a lock-on and line of sight to both the target of the particle probe and the hex into which the particle probe itself will be fired. Particle probes cannot be used to fire on targets to which the ship launching the weapon does not have a lock-on or a line of sight.

(OFD2.16) CLARIFICATION: "**POINT OF LAUNCH:** TEMs are launched at the same point in the sequence of play as drones, i.e., the Seeking Weapons Stage (6B6). This does mean that a TEM cannot be targeted on a drone or Tachyon missile launched during the same impulse. Transporter-emitter missiles launch in the same manner as other drones do, i.e., it kicks out from the rack, finds its target, cuts in its motor (quantum engine in its case) and goes for the target. They are not set up 'six hexes from the launching ship' as part of being launched. This means that if launched on Impulse #6 it is in the same hex as the launching ship, just as if it had been launched on Impulse #5 or Impulse #7. A TEM launched inside the Qixavalor Cloud (OP1.0) will cause feedback damage to the launching just as any other drone launch will (OP1.223)."

(OG18.225) REVISED: All of the functions below are activated during the Operate Tractors Step of the Ship Systems Function Stage (6B4) of the Sequence of Play unless otherwise noted, e.g., tractor punch (OG18.351). There is no limit, other than the number of integrated warp tractors on the ship, to how many functions can be used during a turn, or during any single impulse. While only one tractor may be attached to a given target (G7.162), any number of "tractor punches" (OG18.35) may strike a given target in a given impulse as they are essentially simply concentrated beams of force rather than attempts to establish a link. This means that one Bolosco ship could fire two or more tractor punches at a given target in a given impulse, or that two or more Bolosco ships might fire tractor punches at the same target on the same impulse and will not interfere with each other.

OG18.347) NEW RULE: Tractor crush cannot use non-violent combat (D6.4) as its effects are too gross.

(OG18.359) NEW RULE: Tractor punch cannot use non-violent combat (D6.4) as its effects are too gross.

(OG19.15) ADDITION: Dragonships may use ECM normally, that is to say ECM may be lent to the dragonship by a scout, and the ship part of the dragonship could generate powered ECM.

(OG19.17) NEW RULE: SHIP: Except where otherwise provided in the rules, Branthodon dragonships are treated as ships. For example, they detect and sweep mines as any other ship; they cannot engage small ground bases from beyond a range of five hexes. In cases where the ability of a Space Dragon (SM7.0) is greater than the ability of a ship but has not been defined as available to a Branthodon dragonship, the default setting is the ability of a ship.

(OG19.4332) CLARIFICATION: Note that damage striking an unshielded target, or that penetrates the shield of a target, is doubled under (OE11.311).

(OG19.4416) NEW RULE: This ability can be used against a defense satellite (R1.15) to which the dragonship has a lock-on (M7.4) and which enters, i.e., orbits into, the dragonship's hex.

(OH1.5) NEW RULE: ALUNDA BASES can use AWR power [needed to operate positional stabilizers (G29.14)] to recharge their adrenal batteries with APR energy. **REPLY:** Added.

(OJ1.24) CLARIFICATION: A Hiver fighter spends its energy at the instant it is used, it cannot allocate energy for any of these functions in anticipation of use, but it could, for example, use energy to increase its speed on the impulse of launch and thereby launch at the faster speed.

(OJ1.247) RULE EXTENSIVELY REVISED: SPEED: A fighter can spend energy to increase its maximum speed, giving it a boost to enter (or leave) a combat zone.

(OJ1.2471) Hiver fighters may use any amount of power for this function within the limits of (OJ1.312). This may be done at any time; spending the energy increases the maximum speed of the fighter (it does not actually change the fighter's speed, which must be performed using the usual rules).

(OJ1.2472) Each point of energy used for speed increases the maximum speed of the fighter by four points. A fighter can spend 1/4 point of energy (1/2 point if crippled) to increase its maximum speed by one. An uncrippled fighter can spend a 1/4 point of power to increase its top speed by one, a 1/2 point of power to increase its top speed by two, 3/4s of a point of power to increase its top speed by three, or a full point power to increase its top speed by four. By the same token a crippled fighter can spend a half point of power to increase its top speed by one, or a full point of power to increase its top speed by two.

(OJ1.2473) Note that this increases the maximum possible speed of the fighter, but does not change the fighter's speed in and of itself. The fighter actually does an unplotted speed change to its higher speed under the rules for fighter speed changes.

(OJ1.2474) Note that this means that while the fighter may purchase an increase in its maximum speed, the

interval between its last speed change and when it is next allowed to change speed, and the acceleration limits, still apply.

(OJ1.2475) Note that this increase in the maximum speed would affect the speed at which a Barb fighter would be death dragged (J1.54) and establishes the maximum acceleration it would have to use to break away from a tractor link (J1.55).

(OJ1.2476) This is not a "warp booster pack" (J5.0) and the fighter suffers no ill effects (other than the loss of energy for other purposes). See (OJ1.31) for combining with warp booster packs.

(OK0.0) This section in the previous edition of the *Omega Master Rulebook* was entirely replaced by the section from *Module Omega #5*, the items listed for this section also apply to *Module Omega #5*.

(OK1.115) CORRECTION: The word "modes" in "have a turn modes" should be "mode."

(OK1.21) CORRECTION: The period after "afterburners" should be a comma.

(OK1.234) CORRECTION: The word "of" should be added between "points" and "power" in "17 points power from."

(OK1.241) CORRECTION: This rule number should not be indented.

(OK1.242) CORRECTION: This rule number should not be indented.

(OK1.243) CORRECTION: This rule number should not be indented.

(OK1.3) CLARIFICATION: The Iridani modular PFs create some confusion in using this table. In simple terms, the Iridani "Flex" module is the standard module. The APR is destroyed on "APR" or "any" damage points, the tractor is destroyed on "WPN B" or "any" damage points, and the barracks and cargo boxes are only destroyed on "any" damage points. On the Leader Module the APR is destroyed on "APR" or "any" damage points, the tractor is destroyed on "WPN B" or "any" damage points, the transporter and the battery in that module are only destroyed on "any" damage points. On the scout module one sensor is destroyed on "WPN B" or "any" damage points, the other sensor is only destroyed on "any" damage points as is the battery. The APR is destroyed on "APR" or "any" damage points. This sets the tone for the other modules with two caveats. The "shuttle" on the mine warfare module is destroyed on a "WPN B" or "any" hit it being assumed to be the module's mech tractor (and this box is a tractor beam although not correctly labeled as such), the mine racks then replace the other three damage points. The other caveat is that the extra shuttle box on the Fi-Con module is destroyed on a "WPN C" or "Any" damage point. Note that in all cases no system is required to be destroyed on an "any" damage point unless it is the only system such a damage point can be applied against (exception for the bridge which cannot be scored as a hit unless there is no other box available).

(OK1.312) CLARIFICATION: For some recovery fast patrol ships, the systems that were replaced for purposes of determining what is destroyed on what damage points are not obvious. For those that are not obvious the following data is provided: Mæsrn PFR: Cargo and repair are hit on APR, other systems seem obvious. Vari PFR: The third tractor near

the front of the boat would be hit on APR, and the cargo and repair system would be hit on weapon A. Iridani PFR: Tractor, barracks, and cargo would all be destroyed by “any” damage points. Worb PFR: The tractors replace the APBs and the AP3, while the repair and cargo boxes replace the APRs. FRA PFR: One tractor replaces the two light photons, the other two replace the AWRs. Cargo and repair replace the phaser-3s. Qixa PFR: Repair replaces the AWR, cargo replaces the ESR, and tractors replace two of the gauss cannons.

(OK1.313) CLARIFICATION: For some survey fast patrol ships, the systems that were replaced for purposes of determining what is destroyed on what damage points are not obvious. These boats are leader variants and their transporters, tractors, and shuttles are all destroyed as systems on a leader. For those remaining systems that are not obvious the following data is provided: In many cases two special sensors replaced one torpedo, and each would be destroyed by a “WPN-A” or “any” damage point (i.e., it takes two damage points to destroy them both). Drex PFQ: The labs replace the phaser-3s (and are destroyed on “WPN-B” damage points) and the probe launcher replaces a battery. Iridani: An APR damage point is needed to destroy one of the special sensors and a battery damage point is needed to destroy the other one.

(OK1.42) CLARIFICATION: When this rule was written it was assumed that all Omega Octant Empires would be limited to having only one casual mech-link on ships of size class 4. As the product developed and the PFs were scaled for each empire, some were allowed to have more than one mech-link on ships of size class 4, but this rule was never edited (having, honestly, been forgotten by that point) to reflect that. The rule should read: In many empires, ships of size class 4 could not operate more than one casual PF due to the volatile warp engines requiring additional safeguards compared to the PF engines used in the Alpha Octant. These added safety precautions made it difficult to install the mech-links on smaller ships and bases unless they were being converted into tenders. All empires are limited to having only one casual PF on size class 4 ships unless noted in their own casual PF mech-link refit rule as being able to operate two. Specifically, the Koligahr (OR3.R2), Vari (OR5.R2), Drex (OR8.R2), Loryill (OR12.R1), FRA (OR17.R4), and Qixa (OR21.R2) can have two casual PFs on size class 4 ships.

(OK1.48) CORRECTION: The word “of” should be added between “number” and “implosive” in “the number implosive and enveloping.”

(OM2.0) CORRECTION: This rule in the previous edition of the *Omega Master Rulebook* was entirely replaced by the rule from *Module Omega #5*, the items listed for this section also apply to *Module Omega #5*.

(OM2.0) CORRECTION: Improved fire control is (M4.422), not (M4.22).

(OM2.2) CORRECTION: O26: The comma after “every other turn” should be a period to be consistent with the other mine descriptions.

(OM2.314) CORRECTION: The period at the end of the first sentence should be a colon.

(OP1.211) CLARIFICATION: Anti-drones (E5.0) and RALADS (J12.0) do not score any additional damage under this rule.

Damage caused by short-range cannons operate normally under this rule, i.e., the damage (OE20.24) may be increased.

(OP1.223) REVISED: The launch of a drone, missile, or any other weapon defined in section (FD0.0) or Omega section (OFD0.0) [including transporter-emitter missiles (OFD2.0) and ultrawarp missiles (OFD3.0)] score one point of feedback damage regardless of their warhead strength. This also applies to the launch of anti-drones (E5.0), including RALADS (J12.0) and short-ranged cannons (OE20.0), even though they are otherwise treated as direct-fire weapons. This is due to the explosions caused by their propulsion systems at the moment they depart the launcher. The drone itself is unaffected. This damage is applied to the shield of the launching ship facing the target of the seeking weapon and is scored on the impulse of launch at the point in the sequence of play where the weapon is launched. All such feedback damage on a given impulse is scored as a single volley if applied to the same shield facing, and as separate volleys if more than one shield facing is involved. Seeking weapons launched before a scenario begins (S4.13) by ships (including PFs) score no damage on the launching ship (it is assumed to have reinforced the facing shield). Seeking weapons launched by fighters or shuttles score the appropriate feedback damage prior to the scenario beginning.

(ORB0.0) CORRECTION: Omega Bases, change to (OR1.B0).

(OR01.B0) CLARIFICATION: This rule number is used simply as a header in Module Omega #5 showing that what followed were more rules for bases in the Omega Octant, it does not replace or eliminate (OR1.B1). The header for small ground bases in the 2011 Revised Master Rulebook simply says Ground Bases to separate it from the non-ground bases.

(OR01.B013) CORRECTION: There should be a comma between “provide” and “dictated” in “to provide dictated their designs.”

(ORF0.0) CORRECTION: Omega Fighters, change to (OR1.F0).

(ORFF0.0) CORRECTION: Omega Fast Patrol Ships, should be (OR1.PF0).

(OR01.F1) CORRECTION: First paragraph: The last line “Hiver fighters are the only ones presented in this product.” should read “. . . in *Module Omega #1*.” Second paragraph: The first use of “Omega #2” should be in italics.

(OR01.F3) CORRECTION: first paragraph: The word “the” should be added before “Omega Octant” in the first sentence. The word “give” in “Any give empire” should be “given.” Each empire uses “one squadron is x fighters, the max number is y fighters” formula. The comma in the middle should be a semi-colon. Alunda, should read: “One squadron is eight fighters, the maximum number that can be brought to a battle is 24 fighters.”

(OR01.F4) CORRECTION: The title for this rule should be in bold. The word “of” should be added between “because” and “the” in “because the energy demands.” Rule re-titled “FIGHTER SUBSTITUTIONS.”

(OR01.F41) CORRECTION: One instance of “to replace” in “chose to replace to replace” should be deleted. The word “heaven” in “any heaven fighter” should be “heavy.”

(OR01.F42) CORRECTION: The parenthesis in “fighters (those whose” should be a square bracket, and the closing bracket (currently missing) should be after “(=).”

(OR01.F5) CORRECTION: The word “WARFAREPODS” in the title should be two words.

(OR01.F22) CORRECTION: The word “Ths” in “Ths is irrespective” should be “This,” note that this rule was incorrectly numbered (OR1.F22) like the that preceded it and this is actually rule (OR1.F23).

(OR01.F23) CORRECTION: This rule was incorrectly listed as (OR1.F22), i.e., the same rule number as the rule that preceded it.

(OR.P1) CORRECTION: Fast Patrol Ships should be (OR1.PF1).

(OR01.PF3) CORRECTION: Flotilla size list: First paragraph: The word “flotillas” in “counting as a flotillas)” should be singular. The word “give” in “Any give empire” should be “given.” Each race uses “PFL and x PFs, the max number is y PFs” formula. The comma in the middle should be a semi-colon. Fourth paragraph: The comma after “LOIYILL” should be deleted. “KOLIGAH” should be “KOLIGAHR,” “LOIYILL” should be “LORIYILL.” Fifth paragraph: “Qixa” should be capitalized.

(ORS0.0) CORRECTION: Omega Shuttles, change to (OR1.S0).

(OR1.S2) CLARIFICATION: (OR09.0) The Alunda MRS can have both its plasma whips armed as whipcrack torpedoes and could launch one or both of them in a given turn, on the same or different impulses, and at the same or different targets. A Note was added to the end of (OR1.S2) and a reference to the note added to the Alunda MRS entry in the list.

(OR01.N1) CLARIFICATION: AEGIS was not developed in the Omega Octant until after the invasion began in Y194. The exception was the Drex, who used Aegis on their battle escorts when they first appeared in Y116.

(OR2.09) RULE: UPDATE: Fighter Data Table replaced as follows:

Year	Escorts	Fighters
Y180-185	None	6xISFa, 4xITF, 2xIMF
Y186-192	None	6xISFa, 4xITF, 2xIMFa
Y192-196	None	6xASF, 4xATF, 2xAMF
Y197	None	6xASF, 3xATF, 2xAMF, 1xATFE

(OR2.10) RULE: UPDATE: Fighter Data Table replaced as follows:

Year	Escorts	Fighters
Y125-132	None	10xF
Y133-139	None	10xFa
Y140-151	None	10xSF
Y152-165	None	10xSFa

Y166-171	None	10xSFb
Y172-177	None	10xISF
Y178-192	None	10xISFa
Y193-196	None	10xASF
Y197+	None	9xASF, 1xASFE

(OR02.17) RULE: CORRECTION: Mech link should be hyphenated.

(OR02.18) RULE: CORRECTION: Prior to Y194 this ship does not have limited aegis and its BPV is reduced by six points.

(OR02.19) RULE: CORRECTION: In the escorts and fighter table part of this unit’s ship description change “4xSTF” to “4xATF.” The Mæsrons do not have a STF fighter and ATF is what is on the SSD.

(OR02.F11) RULE: CORRECTION: Delete the last sentence, as it is a repeat of the sentence two sentences before it.

(OR02.F13) RULE: CORRECTION: The word “Tazol” should be “Tazol.”

(OR02.F23) RULE: CORRECTION: The reference to the “IMFb” should be “IMFa,” since there is no “IMFb.”

(OR02.F23) SSD: CORRECTION: The fighter data table for Mæsron IMFa (page #8) incorrectly shows this fighter as having two PW3s when there is only one. **REPLY:** Correction to the SSD noted at the end of the fighter’s ship description in the Omega Master Rulebook.

(OR02.F24) RULE: CORRECTION: The first instance of “the” in “with the both the ASF” should be deleted. **REPLY:** Fixed.

(OR02.P02) RULE: CORRECTION: MÆSRON Heavy Pods, number used twice, see “(OR2.P02) MÆSRON Light Pods,” change MÆSRON Heavy Pod number to (OR2.P03).

(OR2.P7) RULE: UPDATE: Fighter Data Table replaced as follows:

Year	Escorts	Fighters
Y125-132	None	10xF
Y133-139	None	10xFa
Y140-151	None	10xSF
Y152-165	None	10xSFa
Y166-171	None	10xSFb
Y172-177	None	10xISF
Y178-192	None	10xISFa
Y193-196	None	10xASF
Y197+	None	9xASF, 1xASFE

(OR3.7) RULE: UPDATE: Fighter Data Table replaced as follows:

Year	Escorts	Fighters
Y177-178	None	2xFPA
Y179-181	None	2xFPAa
Y182-187	None	2xFPB
Y188+	None	2xFPBa

(OR3.8) RULE: UPDATE: Fighter Data Table replaced as follows:

follows:

Year	Escorts	Fighters
Y182-187	2xDDE or 2xPBK or 1xDDE and 1xPBK	14xFPB, 6xACFB
Y188-196	2xDDE or 2xPBK or 1xDDE and 1xPBK	14xFPBa, 6xACFBa
Y197+	2xDDE or 2xPBK or 1xDDE and 1xPBK	13xFPBa, 1xFPBE, 5xACFBa, 1xACFBE

(OR03.09) RULE: CLARIFICATION: Limited aegis was added to this ship in Y194 increasing its BPV by five points.

(OR3.10) RULE: UPDATE: Fighter Data Table replaced as follows:

Year	Escorts	Fighters
Y128-131	None	8xF, 2xGF
Y132-138	1xPBK	8xF, 2xGF
Y139-149	1xPBK	8xFP, 2xACF
Y150-162	1xPBK	8xFPa, 2xACFa
Y163-178	1xPBK	8xFPA, 2xACFA
Y170-181	1xPBK	8xFPAa, 2xACFAa
Y182-187	1 or 2 PBK	8xFPB, 2xACFB
Y188-196	1 or 2 PBK	8xFPB, 2xACFB
Y197+	1 or 2 PBK	7xFPB, 2xACFB, 1xFPBE

(OR03.13) RULE: CLARIFICATION: Prior to Y194 this ship does not have limited aegis and its BPV is reduced by six points.

(OR03.F12) RULE: CORRECTION: The reference to "AFP" should be "FPA."

(OR03.F05) RULE CORRECTION: In the fighter's description, change "AFP" to "FPA."

(OR03.PF2) SSD: CORRECTION: The firing arc for the ACG generators in the rear of the PFs is RA.

(OR4.8) RULE: UPDATE: Fighter Data Table replaced as follows:

Year	Escorts	Fighters
Y178+	None	2xBFa

(OR4.10) RULE: UPDATE: Fighter Data Table replaced as follows:

Year	Escorts	Fighters
Y138-142	None	11xF
Y143-154	1xFE	7xF, 2xSF, 2xDF
Y155-158	1xFE	7xF, 2xSFa, 2xDFa
Y159-165	1xFE	7xBF, 2xSFa, 2xDFa
Y166	1xFE	7xBFi, 2xSFa, 2xDFa
Y167-177	1xFE	7xBFi, 2xSFb, 2xDFb

Y178-183	1xFE	7xBFa, 2xSFb, 2xDFb
Y184-187	1 or 2xFE	7xBFa, 2xSFc, 2xDFb
Y188-191	1 or 2xFE	7xBFa, 2xSFi, 2xDFi
Y192-196	1 or 2xFE	7xBFa, 2xSFia, 2xDFia
Y197+	2xFE	6xBFa, 2xSFia, 2xDFia, 1xBFE

(OR4.11) RULE: UPDATE: Fighter Data Table replaced as follows:

Year	Escorts	Fighters
Y143-154	None	2xF, 1xSF
Y155-158	None	2xF, 1xSFa
Y159-165	None	2xBF, 1xSFa
Y166	None	2xBFi, 1xSFa
Y167-177	None	2xBFi, 1xSFb
Y178-183	None	2xBFa, 1xSFb
Y184-187	None	2xBFa, 1xSFc
Y188-191	None	2xBFa, 1xSFi
Y192+	None	2xBFa, 1xSFia

(OR04.14) SSD: CORRECTION: On the SSD, the super-heavy implosion torpedo in mount G is shown as having four damage boxes; it should only have three.

(OR04.15) RULE: CORRECTION: The date "Y2199+" in the escort/fighter box should be "Y199+."

(OR04.F14) RULE: CORRECTION: The reference to "SF-A" should be "SFa."

(OR04.F4) RULE: CORRECTION: The word "during" should be added between "space" and "the" in "into Mæsrion space the Mæsrion collapse."

(OR04.F8) RULE: CORRECTION: The reference to (OR3.F4) should be to (OR4.F4).

(OR04.PF5) RULE: CORRECTION: The mention of a leader variant is fulfilled with an SSD, but no rule number for this PF was provided. Add (PF4.12) after "There is a leader variant." **Then add the following: (OR4.PF12) FAST PATROL TORPEDO SHIP LEADER (TPFL):** The Trobrin built two leader variants, one with implosion bolts and one with implosion torpedoes and used them interchangeably, leading either pure flotillas or mixed flotillas. Shielding was no better than that found on the standard PFs.

(OR05.03) RULE: CORRECTION: Design Notes: number used twice see "(OR5.03) Labs.;" change to (OR5.04).

(OR05.R2) RULE: CORRECTION: The Vari began installing casual mech-links in Y203.

(OR5.7) RULE: UPDATE: Fighter Data Table replaced as follows:

Year	Escorts	Fighters
Y176-196	1xFFE	6xAFA, 2xPBFA

Y197+	1xCLE or 1 or 2xFFE	5xAFA, 2xPBFA, 1xAFE
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(OR5.10) RULE: UPDATE: Fighter Data Table replaced as follows:

Year	Escorts	Fighters
Y127-144	None	4xAF, 2xPBF
Y145-169	None	4xAFI, 2xPBFI
Y170+	None or FFE	4xAFA, 2xPBFA

(OR6.9) RULE: UPDATE: Fighter Data Table replaced as follows:

Year	Escorts	Fighters
Y129-131	None	12xF
Y132-137	1xFFE	12xF
Y138-160	1xFFE	12xBPF
Y161-172	1xFFE	12xBPFa
Y173-183	1xFFE	12xBPFb
Y184-196	1xFFE	12xABPF
Y197+	1xDDE or 1 or 2xFFE	11xABPF, 1xBPFE

(OR6.10) RULE: UPDATE: Fighter Data Table replaced as follows:

Year	Escorts	Fighters
Y149-151	None	4xBPF, 2xFTF
Y152-160	None	4xBPF, 2xFTFa
Y161-169	None	4xBPFa, 2xFTFb
Y170-172	None	4xBPFa, 2xAFTF
Y173-183	None	4xBPFb, 2xAFTF
Y184+	1 or 2 FFE	4xABPF, 2xAFTFa

(OR06.13) SSD: CORRECTION: On the right hull, the mech-link shading is in the Transporter boxes instead of the Tractor boxes. So the Trac/Tran labels should be swapped to make the ship symmetric. This ship has an explosion value of 24, not 23 as shown.

(OR06.B1) SSD: CORRECTION: Somehow this base was published with no control stations or batteries. Add the following to the SSD: 2xBridge, 2xAuxiliary Control, 2xBattery, 2xLab, convert the four individual APR boxes to AWRs (needed for the positional stabilizers).

(OR06.F11) RULE: CORRECTION: The title of this fighter should have a "-A" at the end (i.e., ADVANCED FELDSPAR TORPEDO FIGHTER-A).

(OR07.03) RULE: CORRECTION: Chlorophon (OR7.03) Design Notes: number used twice see "(OR7.03) Control:" change to (OR7.04). Design notes were re-numbered (OR7.05) to all the insertion of a rule for capturing Chlorophon ships.

(OR07.04) RULE: ADDITION: **CAPTURE:** Chlorophon ships are captured in the same manner as non-Chlorophon ships (D7.5). Once the last control space is captured or destroyed, the boarders block the Chlorophon captain from controlling his ship. If Chlorophon boarding parties recapture a control station, they can restore control of the ship to the Chlorophon captain. If the control station was destroyed, it will have to be repaired before the Chlorophon captain can resume control. If the captured ship is returned to an enemy shipyard for

conversion to non-Chlorophon technology, the conversion will include removing the Chlorophon captain.

(OR8.9) RULE: UPDATE: Fighter Data Table replaced as follows:

Year	Escorts	Fighters
Y112-115	None	16xX1
Y116-128	1xBE	16xX1
Y129-144	1xBE	16xX2
Y145-156	1xBE	16xX3
Y157-163	1xBE	16xX4
Y164-172	1xBE	16xX5
Y173-185	1xBE	16xX6
Y186-196	2xBE	16xX7
Y197+	2xBE	15xX7, 1xX8

(OR08.B01) RULE: CORRECTION: The word "respect" should be "respects." There should be a close parenthesis before the period in the last sentence.

(OR08.B2) SSD: CORRECTION: There should only be ten implosive and five enveloping rounds.

(OR08.B3) SSD: CORRECTION: There should be fourteen implosive and seven enveloping rounds.

(OR08.B4) SSD: CORRECTION: The base is missing the implosive and enveloping rounds check-off boxes. There should be 32 implosive rounds and 16 enveloping rounds.

(OR08.B5) SSD: CORRECTION: There should be 48 implosive rounds and 24 enveloping rounds.

(OR08.F8) RULE: CORRECTION: The word "the" in "fighter and the operating" should be removed.

(OR08.R2) RULE: CORRECTION: The Drex began installing this refit in Y202.

(OR9.7) RULE: UPDATE: Fighter Data Table replaced as follows:

Year	Escorts	Fighters
Y180+	None	2xRMd or 2xRMe

(OR9.9) RULE: UPDATE: Fighter Data Table replaced as follows:

Year	Escorts	Fighters
Y99-105	None	16xRM
Y106-127	1xDVE	16xRM
Y128-129	1xDVE	16xRM
Y130-155	1xDVE	16xRMa
Y156-162	1xDVE	16xRMb
Y163-174	1xDVE	16xRMb or 8xRMb, 8xRMc
Y175-196	1xDVE	16xRMd or 8xRMd, 8xRMe
Y197+	1 or 2xDVE	14xRMd, 2xERM or 7xRMd, 7xRMe, 2xERM

(OR09.B01) RULE: CORRECTION: Second paragraph: The word “base” should be added between “ground” and “is” in “small ground is not.” Third paragraph: This paragraph/sentence should be deleted since this rule is giving general rules about ground bases and all of the specific base descriptions include the SSD/counter note. UPDATE: Fighter Data Table replaced as follows:

Year	Escorts	Fighters
Y101-129	None	4xRM
Y130-155	None	4xRMa
Y156-162	None	4xRMb
Y163-174	None	4xRMb or 2xRMb, 2xRMc
Y175+	None	4xRMd or 2xRMd, 2xRMe

(OR09.B1) RULE: CORRECTION: The AWR on the guarder small base provides both warp reactor and APR power and can be used to recharge the adrenal batteries under (OH1.4). Note that warp power is required to operate the positional stabilizers (G29.0).

(OR09.B3) RULE: CORRECTION: The second use of this number at the start of the rule following it should be (OR9.B4).

(OR09.F0) SSD: CORRECTION: All of the Remora Fighter Data Tables on Page #39 incorrectly list their plasma whips (PWs) as PW3s.

(OR11.0) HEADER BAR CORRECTION: “OR11.0 – SIVIRON” should be “OR11-SIGVIRON” in the header bar.

(OR12.8) RULE: UPDATE: Fighter Data Table replaced as follows:

Year	Escorts	Fighters
Y140-142	None	12xQA
Y143-147	1xDE or 1xFFE	12xQA
Y148-154	1xDE or 1xFFE	8xQA, 4xQT
Y155-158	1xDE or 1xFFE	8xQAa, 4xQT
Y159	1xDE or 1xFFE	8xQAa, 4xQTa
Y160-174	1xDE or 1xFFE	8xQAb, 4xQTa
Y175-185	1xDE or 1xFFE	8xIQa, 4xQTa
Y186-187	1xDE and 1xFFE	8xIQa, 4xQTb
Y188-196	1xDE and 1xFFE	8xAQA, 4xQTb
Y197+	1xDE and 1xFFE	7xAQA, 4xQTb, 1xAQAE

(OR12.9) RULE: UPDATE: Fighter Data Table replaced as follows:

Year	Escorts	Fighters
Y143-154	None	2xQA
Y155-159	None	2xQAa
Y160-174	None	2xQAb
Y175-187	None	2xIQa
Y188+	None	2xAQA

(OR12.10) RULE: UPDATE: Fighter Data Table replaced as follows:

Year	Escorts	Fighters
Y142-147	None	1xQA

Y148-158	None	1xQT
Y159-185	None	1xQTa
Y186+	None	1xQTb

(OR12.12) RULE: CORRECTION: The references to this ship being based on the destroyer are wrong, it is based on the frigate.

(OR12.13) RULE: CORRECTION: Prior to Y194 this ship does not have limited aegis and its BPV is reduced by six points.

(OR12.B1) RULE: UPDATE: Fighter Data Table replaced as follows:

Year	Escorts	Fighters
Y146-154	None	6xQA
Y155-159	None	6xQAa
Y160-174	None	6xQAb
Y175-187	None	6xIQa
Y188+	None	6xAQA

(OR12.PF10) SSD: CORRECTION: Tractor and shuttle boxes are miss-aligned on SSD.

(OR12.PF11) SSD: CORRECTION: The Special Sensor shading is not centered in the boxes.

(OR12.PF07) SSD: CORRECTION: Tractor and shuttle boxes are miss-aligned on the SSD.

(OR14.0) HEADER BAR CORRECTION: “RIDANI WARSHIPS...” should be “(OR14.0) IRIDANI WARSHIPS...” .

(OR14.11) RULE: CORRECTION: Change “PFs” in last sentence to “PF” since Iridani ships can have only one casual PF per (OR14.R1). Change fighters from “1xS3” to “11xS3.”

(OR14.02) RULE: CLARIFICATION: The Galleon (GL) is considered to be a heavy cruiser.

(OR14.09) RULE: CLARIFICATION: The Clipper is a cruiser. While the Clipper is fast, it is not a “fast cruiser” for any purpose in so far as “fast cruiser” capabilities are concerned. It is, in effect, fast for the epoch it appeared in, but not really a fast ship as fast ships are understood.

(OR14.M4) RULE: UPDATE: Fighter Data Table replaced as follows:

Year	Escorts	Fighters
Y104-141	Varies	6xS1
Y142-154	Varies	6xS1a
Y155-165	Varies	6xS2
Y166-172	Varies	6xS2a
Y173-175	Varies	6xS2a or 6xS3
Y176-179	Varies	6xS2a or 6xS3 or 6xSF
Y180-196	Varies	6xS2b or 6xS3 or 6xSFa
Y196-199	Varies	6xS2b* or 6xS3* or 6xSFa*
200+	Varies	6xS2b* or 6xS3* or 6xSFa* or 3xSH

*If two modules were carried, one of the fighters in one of the modules would be an electronic warfare variant.

(OR14.M0) RULE: ADDITION: There are no restrictions on the use of any of these modules other than the fact that some are regular production, and some are limited production as noted in Annex #3. Any ship able to operate a module might have one or more of these modules. Note that Dock Modules (OR14.M9) can be carried, but by their own rules would not be operational.

(OR14.M14) RULE: CLARIFICATION: **SHIELD MODULE (SHM)**: The increased shield cost must be paid if the module is present and, if the ship is using more than one module, is paid per module. (A Man-O-War with four such modules would have to pay seven points of energy for full shields.) The cost is only paid if the ship is operating full shields, not if the ship is using minimum shields (in which case the module does not provide any shield boxes). This cost is not paid if a given module is not active, but the only way a module can be inactivated is if all of its hull boxes are destroyed.

Shield boxes on shield modules can be repaired by the normal methods, but only if the module is active, i.e., has at least one undamaged hull box (in which case the operating cost must be paid in order for the ship to use full shields). If the ship is using minimum shields, and the module is active, shield repairs can be applied to the module's shields even if the ship is not using them.

The shield boxes of a module can be reduced, and even dropped, under (D17.71), but if a facing shield were to be destroyed during this period the module's facing shield boxes would be lost under (D17.7114).

Shield boxes provided by shield modules are raised and dropped at the same time as the facing shield they are part of; they cannot be operated separately.

(OR14.M15) RULE: CORRECTION: Text should read ". . . carried by tugs in an 'inoperable' condition only . . ." Supply Docks can have an operable module with PFs.

(OR14.R1) RULE: CORRECTION: The Iridani began installing the mech-link refit in Y202, i.e., the same year their PFs were generally available.

(OR15.9) RULE: UPDATE: Fighter Data Table replaced as follows:

Year	Escorts	Fighters
Y125-129	None	9xDK
Y130-144	None	9xDKa
Y145-146	None	9xDKa or 9xDG
Y147-149	None	9xDKa or 9xDGa
Y150-169	None	9xDKb or 9xDGa
Y170-196	None	9xBD
Y197+	None	8xBD, 1xBDE

(OR15.B4) RULE: CORRECTION: Change "GPC-F" to "GPC" to match the master ship chart and the SSD.

(OR15.F4) SSD: CORRECTION: Change DFR from 2 to 3.
REPLY:

(OR16.7) RULE: UPDATE: Fighter Data Table replaced as follows:

Year	Escorts	Fighters
Y178-182	2xCE	6xH-3

Y183	2xCE	6xH-4
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(OR16.9) RULE: UPDATE: Fighter Data Table replaced as follows:

HIGH WORB VERSION

Year	Escorts	Fighters
Y137-150	CE	10xH1
Y151-166	CE	10xH2
Y167-182	CE	10xH3
Y183-196	CE	10xH4
Y197+	CE	9xH4, 1xH4E

BROAD WORB VERSION

Year	Escorts	Fighters
Y137-147	CE	10xB1
Y148-196	CE	10xB2
Y197+	CE	9xB2, 1xB2E

(OR16.11) RULE: CORRECTION: Change "CLE" to "CE."

(OR16.12) RULE: CORRECTION: Change "CLE" to "CE."

(OR16.B4) SSD: CORRECTION: Delete one row on the Administrative Shuttles table, as there are only three shuttles.

(OR16.B5) RULE: CORRECTION: Delete one row on the Administrative Shuttles table, as there are only three shuttles.

(OR16.F) DELETION: MODULE K SSD BOOK TABLE OF CONTENTS: Delete the "OR16.F Fighters . . .58" entry.

(OR16.F6) RULE: CORRECTION: The word "sub space" should be one word. This occurs three times in this rule.

(OR16.PF) SSD: CORRECTION: Page #59 of the *Omega #5* SSD book: The SSR table on this SSD is in error. The to hit numbers should be 11, 9, and 7 rather than 6, 5, and 0. The time on target numbers should be 1, 2, and 3 rather than 5, 4, and 0.

(OR16.PF5) RULE: CORRECTION: The word "that" in "rather than antiproton" should be "than."

(OR16.R1) RULE: CORRECTION: The Worb began installing this refit concurrent with their initial deployment of PFs in Y203.

(OR17.8) RULE: UPDATE: Fighter Data Table replaced as follows:

Year	Escorts	Fighters
Y144-153	FFE	12xD1
Y154-156	FFE	12xD2
Y157-161	FFE	8xD2, 4xR1
Y162-167	FFE	8xD2A, 4xR1
Y168-169	FFE	8xD2A, 4xR2
Y170-177	FFE	8xD2B, 4xR2
Y178-181	FFE	8xD2B, 4xR2A
Y181-196	FFE	8xD2B, 1-4xR2A, 1-4xB1
Y197+	FFE	7xD2B, 1-4xR2A, 1-4xB1, 1xD2E

(OR17.09) RULE: CORRECTION: Limited aegis was added to this ship in Y194 increasing its BPV by five points.

(OR17.12) SSD: CORRECTION: D2B data table incorrectly shows a speed of eighteen rather than fifteen. R2A data table incorrectly lists the BPV as eleven rather than twelve. Fighters should be: Seven fighters with twelve damage points and two short range cannons, one fighter with twelve damage points and two electronic warfare pods, and four fighters with thirteen damage points and two light photon charges. (Instead of seven fighters with thirteen damage points and two short range cannons, one fighter with thirteen damage points and two electronic warfare pods, and four fighters with twelve damage points and two light photon charges.) The Rottweiler-2A Fighter Data Table should say Crippled on nine damage points (not eight damage points), and the Doberman-2B Fighter Data Table should say Crippled on eight damage points (not nine damage points). UPDATE: Fighter Data Table replaced as follows:

Year	Escorts	Fighters
Y196+	DDE and 2xFFE or 2xDDE and 1xFFE	7xD2B, 1-4xR2A, 1-4xB1, 1xD2E

(OR17.14) RULE: CORRECTION: Prior to Y194 this ship does not have limited aegis and its BPV is reduced by seven points.

(OR17.B1) RULE: UPDATE: Fighter Data Table replaced as follows:

Year	Escorts	Fighters
Y145-168	None	6xD1
Y169-170	None	6xD2
Y171-178	None	6xD2A
Y179+	None	6xD2B

(OR17.B3) RULE: CORRECTION: Change “FG-BM” to “FGB-M” to match the master ship chart and the SSD. The word “Fighters” just before the reference to (OR17.F10) should not be capitalized.

(OR17.B4) RULE: CORRECTION: The Ship Type for this base should be “GPC-F.”

(OR17.F) RULE: CORRECTION: The Federal Republic of Aurora fighters have been confused since the original designer mislabeled them on the SSDs in Module Omega #3. Fighters armed with short range cannons do not have the cannons themselves shown, but rather the ammo pods for the cannons.

(OR17.F5) SSD: CORRECTION: Fighters on Ground Bases SSD do not have the fighter info boxes. The squadron of twelve fighters, all of one type, on Page #64 of the *Module Omega #5* SSD book should all have just twelve damage points, not thirteen. In the mixed squadron of twelve fighters, the three fighters with two short-range cannons each should have two light photons each and no short-range cannons, the eight fighters with two light photons each should have two short range cannons each and no light photon charges.

(OR17.F8) SSD: CORRECTION: Fighters on Ground Bases SSD do not have the fighter info boxes. The squadron of twelve fighters, all of one type, on Page #64 of the *Module Omega #5* SSD book should all have just twelve damage points, not thirteen. In the mixed squadron of twelve fighters, the three fighters with two short-range cannons each should

have two light photons each and no short-range cannons, the eight fighters with two light photons each should have two short range cannons each and no light photon charges.

(OR17.R4) RULE: CORRECTION: Conjectrual Mech link Refit, should be spelled “Conjectural.” If the FRA had deployed PFs, they would probably have begun installing casual PF mech-links in Y197.

(OR18.F05) RULE: CORRECTION: The reference to year 190 should be “Y190.”

(OR18.7) RULE: UPDATE: Fighter Data Table replaced as follows:

Year	Escorts	Fighters
Y183-184	FFE	10xHL, 5xHH
Y185	FFE	10xHLa, 5xHH
Y186	FFE	10xHLa, 5xHHa
Y187-188	FFE	10xHLb, 5xHHa
Y189-196	FFE	10xHLb, 5xHHb
Y197+	FFE	10xHLb, 4xHHb, 1xHHE

(OR18.08) Limited aegis was added to this ship in Y194 increasing its BPV by five points. REPLY: Text added to rule.

(OR18.B1) RULE: UPDATE: Fighter Data Table replaced as follows:

Year	Escorts	Fighters
Y179-184	None	6xHL
Y185-186	None	6xHLa
Y187+	None	6xHLb

(OR18.B2) RULE AND SSD CORRECTION: If sonic pulsers are used instead of quantum phasers, two of the APRs on this base are batteries to operate them.

(OR18.B3) RULE AND SSD CORRECTION: If sonic pulsers are used instead of quantum phasers, four of the APRs on this base are batteries to operate them.

(OR19.06) RULE: CORRECTION: Change word “units” in the last sentence to “ships, gunboats, and fighters.” Add text that “Ryn SSDs include a BPV line ‘outside neb’ on their ship data tables for operating outside of the Ryn Nebular Wall which already incorporates the 15% reduction in their BPV.”

(OR19.7) RULE: UPDATE: Fighter Data Table replaced as follows:

Year	Escorts	Fighters
Y128-134	None	8xRMF, 4xSAF
Y135-155	None	8xRMFa, 4xSAF
Y156	None	4xRMFa, 8xSAF
Y157-159	None	4xRMFb, 8xSAF
Y160-174	None	4xRMFb, 8xSAFa
Y175-176	None	4xRMFc, 8xSAFa
Y177-178	None	12xSAFa
Y179-185	None	12xSAFb
Y186-196	None	12xSAFb or 6xRHF
Y197+	None	11xSAFb, 1xSAFE or 6xRHF

(OR19.F03) RULE: CORRECTION: The second paragraph now reads “No SSD of this fighter is provided in *Module Omega #4*. Players will need to assemble the necessary check off boxes to use it. An SSD was provided on Page #70 of the *Module Omega #5* SSD book.”

(OR19.F06) SSD: CORRECTION: On page #69 of the *Module Omega #5* SSD book the fighter data chart for the RMFc on the fourth fighter row incorrectly lists “QT = 2x6” instead of “QT = 3x6.”

(OR19.F09) SSD: CORRECTION: On page #69 of the *Module Omega #5* SSD book the fighter data chart for the SAFb on the bottommost fighter row incorrectly lists a BPV of eleven instead of thirteen.

(OR19.F10) SSD: CORRECTION: On page #69 of the *Module Omega #5* SSD book the fighter data chart for the SAFE fighter should have a BPV of 15.

(OR21.6) REVISED RULE: HARRIER LIGHT CARRIER (DDV): Although the Qixa developed fighters primarily as defensive augmentation forces within the Qixavalor cloud, they occasionally had a need for a carrier during trading missions outside the Cloud. This variant of the DDT filled that role, and typically carried mercenary fighters provided by the Bolosco (Conjurers only) or other empires. If those fighters were not available, the ship used standard Qixa administrative shuttles (rarely it would carry Qixa fighters, especially after Y183 when the F-4 was developed), which could actually put forth a surprising amount of firepower with their gauss cannons. The cost of the ship assumes that admin shuttles are in use, as shown on the SSD. If other fighters are used, the player receives one BPV per shuttle box converted in the trade, due to the higher cost of Qixa admin shuttles (OR21.S1). Note that the SSD does not show reload facilities, as the type of facilities will depend on the fighters “hired.” Deck crews are only present if there are mercenary fighters, and then no more than one deck crew per fighter, otherwise the ship only has the two normal deck crews provided by (J4.814) and cannot buy extra deck crews. Even with mercenary fighters, this ship is considered a Casual Carrier (J4.62). UPDATE: Fighter Data Table replaced as follows:

Year	Escorts	Fighters
Y166-182	None	14xShuttles
Y183+	None	12-14xShuttles, 0-2 F-4

(OR21.15) RULE: CORRECTION: Prior to Y194 this ship does not have limited aegis and its BPV is reduced by four points.

(OR21.15) SSD & ANNEX #3: This ship should have an explosion rating of nine.

(OR21.B3) RULE: CORRECTION: The ship type for this unit should be GPC-PF.

(OR21.F01) ADDITION: DESIGNER’S NOTE: Rule (OR21.F01) speaks of the use of Qixa fighters from planetary bases. Essentially, it was decided (by me, I admit) that if I were going on a trading mission and had a choice between F-1, F-2, and F-3 fighters or Admin shuttles, I would take the Admin shuttles. The reason is the admin shuttles bring cargo capacity, the fighters simply have the same gauss cannon as the admin shuttles. Sure, the fighters are faster, and harder to

kill, but my job is to move cargo (trading mission), and the shuttles each have fifteen points of cargo moving capability that the fighters gave up for improvements in speed, maneuverability (dogfight rating), and damage. So no matter how dangerous the mission is, given the choice of admin shuttles or the fighters, I choose (and believe the Qixa would choose) admin shuttles. This changed with the F-4, and its ship description specifically noted that a Qixa ship on a dangerous trading mission might take a few of these. This seemed reasonable because it had double the firepower of an admin shuttle (two gauss cannons). The F-5 only added the ultra-warp missiles to the firepower equation, and I did not see it as enough to override the need to land them to rearm the missiles, so they were only “rarely seen” outside of the cloud. The A-1 through A-4 had similar drawbacks (like the complete lack of a gauss cannon on the A-1 through A-3).

(OR21.PF05) RULE: CORRECTION: The rule says there is a leader variant, but none was provided. This PF will appear in a future product. **REPLY:** Text added to rule.

(OR21.PF05) SSD: CORRECTION: The PF Data Chart should have a point value inside the Qixavalor Cloud of 30/55, not 30/50.

(OR21.PF07) SSD: CORRECTION: BPV incorrectly listed as 30 (in cloud 30/32). BPV should be 20 (in cloud 20/22). Explosion strength should be five.

(OR21.PF08) SSD: CORRECTION: BPV incorrectly listed as 30 (in cloud 30/32). BPV should be 20 (in cloud 20/22). Explosion strength should be five.

(OR21.PF09) SSD: CORRECTION: BPV incorrectly listed as 30 (in cloud 30/32). BPV should be 20 (in cloud 20/22). Explosion strength should be five.

(OR21.PF10) SSD: CORRECTION: BPV incorrectly listed as 35 (in cloud 35/40). BPV should be 25 (in cloud 25/28). Explosion strength should be five.

(OR21.PF11) SSD: CORRECTION: BPV incorrectly listed as 35 (in cloud 35/37). BPV should be 22 (in cloud 22/25). Explosion strength should be five.

(OR21.PF12) SSD: CORRECTION: BPV incorrectly listed as 110/30 (in cloud 110/32). BPV should be 105/25 (in cloud 105/28). Explosion strength should be five.

(OR22.03) ADDITION TO RULE: Except where otherwise provided in the rules, Branthodon dragonships are treated as ships. For example, they detect and sweep mines as any other ship; they cannot engage small ground bases from beyond a range of five hexes. In cases where the ability of a Space Dragon (SM7.0) is greater than the ability of a ship but has not been defined as available to a Branthodon dragonship, the default setting is the ability of a ship.

(OR22.B3) RULE: CORRECTION: The ship type for this base should be “GPF.”

(OR22.10) RULE: UPDATE: Fighter Data Table replaced as follows:

Year	Escorts	Fighters
Y120-127	1xVY or 2xHT	12xW1
Y128-154	1xVY or 2xHT	12xW2
Y155-174	1xVY or 2xHT	12xW3

Y175-196	1xVY or 2xHT	12xW4
Y197+	1xVY or 2xHT	11xW4, 1xW5

(OSG1.461) CORRECTION: The word “a” should be added between “on” and “hex-side” in “troops on hex-side.”

(OSG1.462) CORRECTION: The word “part” in “one boarding part” should be “party.”

(OSG3.0) CORRECTION: Delete the comma after “they,” in “borders, they, learned.”

(OSG4.2) CORRECTION: Player A Set Up: There should be a comma after the word “max.” Player B Set Up: “player-A’s” should be “Player A’s.”

(OSG4.451) CORRECTION: Both instances of “player B” should be “Player B.” The word “the” in “determine the which empire” should be deleted.

(OSG4.455) CORRECTION: The word “transport” should be “transporter.”

(OSG5.2) CORRECTION: Player B Set Up: “totally” should be “totaling.” Player B Set Up: The reference to (OG5.45) should be (OSG5.45).

(OSG5.41) CORRECTION: Delete the comma after “C,” in “directions C, or D.” The reference to (OG5.45) should be (OSG5.45).

(OSG5.421) CORRECTION: Reference to (OSG3.431) should be to (OSG5.431).

(OSG5.45) CORRECTION: Capitalize the word “player” in “from player A’s unit.” Delete the word “the” in “enter the Player A’s.”

(OSG5.5) CORRECTION: Two instances of “player B” should be “Player B.”

(OSH0.0) CHANGE: As Omega #5 introduced General Scenarios designated (OSG0.0), the existing Omega Octant scenarios were all revised to be (OSH0.0) Historical scenarios. *Captain’s Log* Scenarios were (OSL0.0). The three scenario classifications were held to their own sections to make it easier to add new scenarios to each group in the future.

(OZ0.0) CORRECTION: Change “OZ0.0 CAMPAIGNS” to “OZ0.0 NOTES.”

FRA TACTICAL PRIMER: CORRECTION: *In the FRA tactical primer the Trobrin are referred to as the ‘Trobin’.

YMATRIAN TACTICAL PRIMER: CORRECTION: *The Ymatrian primer states that the Ymatrian antiproton phaser was something the Ymatrians salvaged from old Worb battlefields. However, it was the other way around - the Worb (and later on, the Paravians) were beneficiaries of scavenged Ymatrian weaponry.

ANNEX #03: (OR15.B4): CORRECTION: The Ship Type should be “GPC-F,” not “GPC.” In the notes column, replace “P” with “V” as the Ymatrians have no PFs.

ANNEX #03: (OR17.12): CORRECTION: The War Ship Status column should be “CNJ” rather than LPW.

ANNEX #03: (OR17.13): CORRECTION: This unit’s warship status should be Conjectural (CNJ).

ANNEX #03: (OR17.B5): CORRECTION: This unit’s warship status should be Conjectural (CNJ).

ANNEX #03: (OR17.B6): CORRECTION: This unit’s warship status should be Conjectural (CNJ).

ANNEX #03: (OR19.B3): CORRECTION: In the notes column, replace “P” with “V” as the Ryn have no PFs.

ANNEX #03: (OR21.0): CORRECTION: The “inside the cloud” line for each ship has “See Note” in the Notes Column (the note tells about the inside-the-cloud BPV). To be consistent with *Module Omega #4*, “See Note” should be an asterisk.

ANNEX #03: (OR21.13): CORRECTION: Add “P” and a “scout diamond symbol” to the notes column for both inside and outside of the cloud.

ANNEX #03: (OR21.15): CORRECTION: This ship has an explosion strength of nine whether the refit is present or not. The command rating of the refitted ship is still four, it is not increased to five. The warship status of the refitted ship is still RPW, not LPW.

ANNEX #03B: (OR4.PF5): ADDITION: Trobrin TPFL: Annex #3B in *Module Omega #5* should have included an entry for this PF leader. Data would have been identical to that for the PFL (OR4.PF3), except the rule number is (OR4.PF12).

ANNEX #03B: (OR05.PF02): CORRECTION: There should be three crew units, not four.

ANNEX #03B: (OR05.PF03): CORRECTION: There should be four crew units, not five.

ANNEX #03B: (OR05.PF04): CORRECTION: There should be three crew units, not four.

ANNEX #03B: (OR05.PF05): CORRECTION: There should be three crew units, not four. Change “PFP” to “PPF” to match the rule (OR5.PF5) and the SSD.

ANNEX #03B: (OR05.PF06): CORRECTION: There should be three crew units, not four.

ANNEX #03B: (OR05.PF07): CORRECTION: There should be three crew units, not four.

ANNEX #03B: (OR05.PF08): CORRECTION: There should be three crew units, not four.

ANNEX #03B: (OR05.PF09): CORRECTION: There should be three crew units, not four.

ANNEX #03B: (OR05.PF10): CORRECTION: There should be three crew units, not four.

ANNEX #03B: (OR05.PF11): CORRECTION: There should be four crew units, not five.

ANNEX #03B: (OR16.PF11): CORRECTION: There should be four crew units, not three.

ANNEX #03B: (OR21.PF): CORRECTION: The “inside the cloud” line for each PF has “See Note” in the Notes Column (the note tells about the inside-the-cloud BPV). To be consistent with *Module Omega #4*, “See Note” should be an asterisk.

ANNEX #03B: (OR21.PF07): CORRECTION: BPV in the cloud incorrectly listed as 22 should be 20/22.

ANNEX #03B: (OR21.PF08): CORRECTION: BPV in the cloud incorrectly listed as 22 should be 20/22.

ANNEX #03B: (OR21.PF09): CORRECTION: BPV in the cloud incorrectly listed as 22 should be 20/22.

ANNEX #03B: (OR21.PF10): CORRECTION: BPV in the cloud incorrectly listed as 28 should be 25/28.

ANNEX #03B: (OR21.PF11): CORRECTION: BPV in the cloud incorrectly listed as 25 should be 22/25.

ANNEX #03B: CLARIFICATION: A note was added like that in *Module G3* that all PFs are nimble, but are not marked “N” in the Notes Column. Some believed that the use of “N” in the notes column in *Module Omega #5* implied that perhaps there were some Omega PFs that were not nimble.

ANNEX #04: (OR02.F) & (OR1.S2): CORRECTION: MRS: Change year in service to Y181.

ANNEX #04: (OR02.F0): CORRECTION: The chart in *Module Omega #5* refers to the “Mæsrn Republic”; this should be to the “Mæsrn Alliance.”

ANNEX #04: (OR02.F3): CORRECTION: The Prod column should be *Omega #2*. The Ref column should be (OR2.F3).

ANNEX #04: (OR02.F19): CORRECTION: The Prod column should be *Omega #5*. The Ref column should be (OR2.F19).

ANNEX #04: (OR03.F) & (OR1.S2): CORRECTION: MRS: Change year in service to Y181.

ANNEX #04: (OR04.F) & (OR1.S2): CORRECTION: MRS: Change year in service to Y181.

ANNEX #04: (OR05.F) & (OR1.S2): CORRECTION: MRS: Change year in service to Y181.

ANNEX #04: (OR06.F) & (OR1.S2): CORRECTION: MRS: Change year in service to Y181.

ANNEX #04: (OR08.F) & (OR1.S2): CORRECTION: MRS: Change year in service to Y181.

ANNEX #04: (OR09.F) & (OR1.S2): CORRECTION: MRS: Change year in service to Y181.

ANNEX #04: (OR09.F): CLARIFICATION: Whipcrack torpedoes: In accordance with (OPF7.34), a fighter’s ability or inability to use whipcrack torpedoes has no effect on its BPV.

ANNEX #04: (OR12.F) & (OR1.S2): CORRECTION: MRS: Change year in service to Y181.

ANNEX #04: (OR14.F) & (OR1.S2): CORRECTION: MRS: Change year in service to Y181.

ANNEX #04: (OR15.F) & (OR1.S2): CORRECTION: MRS: Change year in service to Y181. Change “1xAP-3-360°” to “2xAP-3-360°.”

ANNEX #04: (OR16.F) & (OR1.S2): CORRECTION: MRS: Change year in service to Y181.

ANNEX #04: (OR16.F2): CORRECTION: The phaser on this fighter should be 1xAP-3-FX.

ANNEX #04: (OR16.F3): CORRECTION: The phasers on this fighter should be 2xAP-3-FX.

ANNEX #04: (OR16.F5): CORRECTION: The phaser on this fighter should be 1xAP-3-FX.

ANNEX #04: (OR16.F6): CORRECTION: The phaser on this fighter should be 1xAP-3-FX.

ANNEX #04: (OR16.F7): CORRECTION: The phaser on this fighter should be 1xAP-3-FX.

ANNEX #04: (OR17.F) & (OR1.S2): CORRECTION: MRS-A: Change year in service to Y181.

ANNEX #04: (OR17.F3): CORRECTION: The FRA Master Fighter chart in *Module Omega #3* the Rottweiler-1 should have ten damage points and a BPV of ten points.

ANNEX #04: (OR17.F3): CORRECTION: In *Module Omega #5*: The FRA Master Fighter Chart in *Module Omega #5*, the Rottweiler-1 (OR17.F3) should have thirteen damage points, not ten. THIS ITEM IS RESCINDED, *OMEGA #5* IS CORRECT.

ANNEX #04: (OR17.F5): CORRECTION: In *Module Omega #5*: The FRA Master Fighter chart in *Module Omega #5* the Doberman-2B (OR17.F5) incorrectly lists that it has two short range cannons. It has only one (like the Doberman-2A), but can use both of the ammo pods to fire up to eight shots (again, like the Doberman-2A).

ANNEX #04: (OR18.F) & (OR1.S2): CORRECTION: MRS-A: Change year in service to Y181.

ANNEX #04: (OR18.F) & (ORS1.2): CORRECTION: Singer MRS-B: The Missiles column should be “-.”

ANNEX #04: (OR19.F) & (OR1.S1): CORRECTION: Admin: Shuttle speed is incorrectly listed as 1+2x5, it should be 1+2x4 per (OG15.351).

ANNEX #04: (OR19.F) & (OR1.S2): CORRECTION: MRS-A: Change year in service to Y181.

ANNEX #04: (OR19.F) & (OR1.S2): CORRECTION: MRS-B: Change year in service to Y181.

ANNEX #04: (OR19.F9): CORRECTION: This fighter is incorrectly listed with a DFR of one, it should have a DFR of two.

ANNEX #04: (OR19.F10): CORRECTION: This fighter should have a BPV of 15.

ANNEX #04: (OR20.S1): CORRECTION: In *Module Omega #4* and in the *Omega Master Rulebook*, the Bolosco Admin Shuttle is listed in this annex as having a 360° firing arc for its phaser. This is incorrect, and the phaser should only have an FA firing arc as given in (OR20.S1).

ANNEX #04: (OR21.F) & (OR1.S2): CORRECTION: MRS: Change year in service to Y181.

ANNEX #04: (OR21.F11): CORRECTION: Year in service date should be Y197.

ANNEX #04: (OR22.F) & (OR1.S2): CORRECTION: MRS: Change year in service to Y181.

ANNEX #07A: ADDITION: This annex was created.

ANNEX #07B: CORRECTION: This annex was missing the civilian XB and PL, all currently-published Sigvirion units, and the FRA CR from the list of ships which can land on planets. All ship entries in this annex were replaced with notes to see Annex #3.

ANNEX #07D: ADDITION: This annex was created.

ANNEX #07G: (OR16.11): CORRECTION: SCS lists twelve fighters and twelve deck crews, but has only ten of each.

ANNEX #07G: (OR18.B4): CORRECTION: GPC: This unit should be GPC-F.

ANNEX #07G: (OR19.B3): CORRECTION: BPC: This unit should be GPC-F.

ANNEX #07G: (OR22.B4): CORRECTION: BPC: This unit should be GPC.

ANNEX #08B: CORRECTION: The particle splitter torpedo is given a cost of four BPV for use in simulator option mounts in rule (OPF5.46). Annex #8B corrected to say four points.

ANNEX #10: CORRECTION: Federal Republic of Aurora: The units listed on the PF line are not wrapping correctly. The PFQ should be listed under the other PFs, not under the ship type list.