

THE FOLLOWING IS ALL KNOWN ERRATA PERTAINING TO THE OMEGA MASTER RULEBOOK, AND TO MODULE OMEGA #1, MODULE OMEGA #2, MODULE OMEGA #3, AND MODULE OMEGA #4, AS OF 16 Jan 2010.

NOTE: All previous errata for *Module Omega #1*, *Module Omega #2*, *Module Omega #3*, and *Module Omega #4* was included in the revised rulebooks for those modules published after the *Omega Master Rulebook* was released. The revised rulebooks were created by extracting appropriate rules from the *Omega Master Rulebook* and assembling them. The following errata items also apply to each of them individually where appropriate.

(OA0.0)

(OA1.0) 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) 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) 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) 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.

(OE0.0)

(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.

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

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

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

(OE23.16) Delete the mention of the use of Heavy Photons on fighters.

(OE31.1) Anti-matter cannons always had the option fire caseless antimatter an integral part of the weapon, there is no later (or earlier) introduction date for this firing mode.

(OFD0.0)

(OFD2.16) Transporter-emitter missiles launch when other drones do, not during movement. They have no rule allowing them to be set up 'six hexes from the launching ship' as part of being launched. This means that if you launch it on Impulse #6 it is in the same hex as your ship, just as if you launched it on Impulse #5 or Impulse #7. It can only move on the Speed 6 chart, and you launch it after movement. Basically you launch it the same way as any other drone, 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. So you get the feed back from the launch as with any other drone in the Qixavalor Nebula (OP1.223).

(OG0.0)

(OG18.225) Add: All functions are used during the tractor step UNLESS OTHERWISE NOTED, e.g., Tractor punch.

(OG18.225) While only one tractor may be attached to a given target, 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.

(OG19.15) 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.

(OK0.0)

The rules for Omega PFs that appeared in the *Omega Master Rulebook* were the playtest version that appeared in *Captain's Log #22. Module Omega #5* has since been printed, and with the exception of the ship descriptions and SSDs, the following are the rules changes and additions found in the *Module Omega #5* rulebook compared to the *Omega Master Rulebook*. Note, some of the following may have been further modified by the *Module Omega #5* errata above, and if so, that errata takes precedence over what is found below.

(OK1.11) Following Text deleted: Please note that the rules presented here first appeared in *Captain's Log #22* and are not all-inclusive, and further differences might arise by the time this rule is published in its completed form.

(OK1.111) Following text added: Fi-Cons were used for the purpose of moving fighters and shuttles, including the delivery of GAS shuttles to support ground combat operations, just as they were in the Alpha Octant.

(OK1.1121) Added Rule: Omega Octant PF Scouts can only lend EW to the number of PFs that is their standard flotilla size. The fact that some Flotillas have a standard size of only four PFs does not allow the flotilla to include two additional PFs that are also able to use the PFS lent EW under (K1.752). Note that Drex PF flotillas have eight PFs (including the scout), and all of the PFs are part of a single flotilla for purposes of (K1.752).

(OK1.113) Added text: Despite contact with the Alpha Octant, no Omega Octant PFs were modified to use Alpha Octant Hot Warp engines or booster packs.

(OK1.115) Added Rule: In the Omega Octant not all PFs have a turn mode of AA as given in (K1.21), some have a turn modes of A, but all are nimble with only a single HET bonus as given in (K1.24).

(OK1.116) Added Rule: PFs armed with seeking weapons, whether drone-like (OFD0.0) or plasma-like will have their launch rates defined in their individual racial sections. This is necessary due to the greater variation in such systems than there is in the Alpha Octant that allowed for standardization. For example, standard Mæsron PFs can only launch one tachyon missile every other turn from their type-A TM racks. A Mæsron missile PF could launch two tachyon missiles on one turn (one from a type-B rack and one from its type-A rack), but only one on the following turn (from its second type-B rack).

(OK1.223) Added Rule: This increase damage is applied if the warp engines are damaged as a result of (K2.41) while the PF is docked to a PFT.

(OK1.233) Added Rule: Omegan Octant PFs that are operated as Death Riders (K7.0) cannot use their afterburners.

(OK1.234) Added Rule: For purposes of crew quality, poor crews (K8.22) lose one point of power from total after computing the use of afterburners, e.g., if a Mæsrøn PF with a poor crew turned on its afterburners it would have 17 points power from its warp engines rather than 18 points. If the afterburners are not used, the PF will have 12 points of power from its engines. This is in addition to other penalties given in (K8.22).

(OK1.24) Added Rule: IONIC BUILDUP: While Volatile Warp is different than Hot Warp used in the Alpha Octant, the trade-offs necessary to create warp engines small enough to be useable by PFs were similar. Volatile Warp engines are subject to Engine Degradation (K6.0) in the same manner as Hot Warp engines. Ionic build up is not a function of warp packs, but a function of the removal of systems from the warp engines to make them small enough to operate.

(OK1.241) Added Rule: For purposes of (K6.13), Omegan Octant PFs always benefit from the minus two (-2) modifier because they do not have warp packs.

(OK1.242) Added Rule: For purposes of (K6.13), Omegan Octant PFs have a modifier of plus two (+2) modifier applied on turns where they use their afterburners (OK1.23).

(OK1.243) Added Rule: Once the engine running total exceeds 50 points under (K6.21) the PF can no longer use its after burners.

(OK1.25) Added Rule: MODULAR PFs: As of this printing only the Iridani operated Modular PFs in the Omega Octant. However, unlike the Modular PFs in the Alpha Octant each Iridani PF used only one large module, requiring four deck crew actions to remove one module and install a different one.

(OK1.31) Revised rule: ALLOCATION: Allocate damage to Omega PFs in the same way as Alpha Octant PFs (K5.0). The Table from Module K is reproduced below (K5.1) for the sake of simplicity.

(OK1.32) Added table: Weapons specifications for units in this product are as follows:

RACE/PF	A	B	C
MÆSRÖN	TG	TM rack	Phaser
KOLIGÄHR	AC	ACG	Phaser
TROBRIN	IB or IT	Phaser-3R	Phaser-1R
VARI	PB or PST	Phaser-3P	Phaser-2P
PROBR	HEAT	Phaser-2Q Phaser-3Q	Phaser-1Q
DREX	HCL	Phaster-3W	Phaser-1W
LORIYILL	FB	Phaser-2Q Phaser-1M	Phaser-1Q
IRIDANI	FEB	Phaser-3W TI	Phaser-1W
WORB	SSR APB	Phaser-3A	Phaser-1A
FRA	L-Phot Phot Disruptor	Phaser-3	Phaser-1
Qixa	ESR GC	UWM	GC
LEADER (K4.4)	Trans	Tractor	Shuttle

(OK1.32) Notes: Variants: Special sensors, cargo, barracks, mine racks, tractors, mech-links are destroyed by hits on the systems that they replaced. Note that under (OFD1.13) the destruction of a tachyon missile rack only destroys one missile in the rack. If the rack has any remaining missiles, it can (if repaired) launch those missiles normally. Branthodon Baby Dragonships (OR22.PF1) are considered to be PFs, but are damaged in accordance with the rules for damaging dragonships. Hiver Destroyers (OR10.12) are considered to be PFs, but are damaged by the normal DAC, not the PF DAC here.

(OK1.4) Added rule: PF tenders in the Omega Octant use many of the same rules as PF tenders in the Alpha Octant except as otherwise noted.

(OK1.41) Added rule: In the Omega Octant, a ship designed to operate a number of PFs equal to the size of the standard PF flotilla of the race that owns it is considered to be a "True" PF tender under the provisions of (K2.111), whether it has repair systems or not. Some early PF tenders did not have repair systems; these were sometimes, but not always, installed later.

(OK1.42) Added rule: Ships (as opposed to bases) of size class 4 can only operate one (1) PF as a casual PFT. Ships of size class 4 converted into a PFT can operate a number of PFs equal to the standard flotilla for that race. The volatile warp engines of the PFs require additional safety precautions that are difficult to install on smaller ships not doing a full conversion to a PFT.

(OK1.43) Added rule: Some Omega Octant PF Flotillas had more than six PFs, and as such their tenders were designed to accommodate the larger size of the flotilla as an exception to (K2.13).

(OK1.44) Added rule: Weapon systems on Omega Octant PFs are subject to the reload limitations of the same weapons on a larger ship. EXAMPLE: While Mæsrøn PFT might have reload tachyon missiles for its PFs, it cannot reload a PF's missile racks during a scenario under (OFD1.14). Special scenario rules might define that such a PF was in the process of being reloaded, and that if it is not launched until after a set number of impulses or turns the reloading process will be completed.

(OK1.45) Added rule: See (OK1.223) for engine damage to a docked PF.

(OK1.46) Added rule: Omega Octant PF tenders cannot repair the warp engines of non-Omega Octant PFs, and non-Omega Octant PFTs cannot repair the engines of Omega Octant PFs. This restriction applies only to the engines. Other systems are subject to repair depending on whether or not the race is allied. A Mæsrøn PFT could repair the plasma-Fs of an allied Gorn PF, and a Klingon PFT could repair the HEAT torpedoes of an allied Probr PF.

(OK1.47) Added rule: Omegan Octant PFTs that operate PFs that employ expendable ordnance (tachyon missiles, ultrawarp missiles, etc.) will define in their ship descriptions, or Annex #7G or Annex #7N as appropriate the number of reload missiles they carry. This information may only apply in the case of a campaign, e.g., tachyon missiles cannot be reloaded during a scenario but ultrawarp missiles can be).

(OM0.0)

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

(OP0.0)

(OP1.223) Transporter-emitter missiles launch when other drones do, not during movement. They have no rule allowing them to be set up 'six hexes from the launching ship' as part of being launched. This means that if you launch it on Impulse #6 it is in the same hex as your ship, just as if you launched it on Impulse #5 or Impulse #7. It can only move on the speed 6 chart, and you launch it after movement. Basically you launch it the same way as any other drone, 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. So you get the feed back from the launch as with any other drone in the Qixavalor Nebula (OP1.223).

(OR11.0) SIGVIRION

(OR11.04) NEW RULE: SIGVIRION INFECTIONS:

The Sigvirion are able to infect every species of every empire of the Alpha and Omega Octants and the Magellanic Cloud with the following exceptions:

(OR11.041) ALPHA OCTANT

Tholians: The Tholians (whether Holdfast or Neo) are immune to infection.

(OR11.042) OMEGA OCTANT:

Trobrin: The Trobrin are completely immune.

Chlorophon: The Chlorophon are immune, but their Keepers are not. However any infected Keeper will be immediately identified as such when it next comes into contact with a Chlorophon to feed (even an infected Keeper would have to feed to remain functional), and would be immediately destroyed, so the point is largely moot.

Drex: The Drex robots are immune, but the Drexari themselves are not. It would have been a major coup for the Sigvirions to infect even a single Drexari, but the quarantine restrictions of the Drex robots made this impossible and it never happened.

Alunda: The Mirn are susceptible to direct infection. Alunda ships themselves are only subject to infection through the cooperation of the Mirn (as happened in the Y190s), and this infection has more to do with Mirn genetically adapted control systems than the Alunda creatures themselves.

Souldra: The Souldra are utterly immune to Sigvirion infection.

Branthodon: The Branthodons are susceptible to direct infection. Branthodon ships are not subject to infection by any means short of the Sigvirions taking control of the Branthodon crew.

(OR11.043) MAGELLANIC CLOUD:

None.

(OR11.044) SPECIAL CASES:

Andromedans: It is not known if the Andromedans are susceptible to infection or not. Andromedan boarding parties are robots (like those of the Drex) and are immune, and there is no known case of the Sigvirions successfully boarding an Andromedan ship of any type.

Space Creatures: The Biology of all "living" Monsters able to roam the depths of space is so utterly alien that the Sigvirions are unable to infect any such creatures. Note that the infestation of the Alunda Host ships was not done by invading the biology of the creatures the Mirn used as ships, but by infecting the biological control systems the Mirn installed in the ships. This was only possible with the active cooperation of Mirn biologists and does not create an exception allowing the Sigvirions to infect Alunda ships, or wild Alunda.

Non-living monsters, e.g., Juggernauts, Death Probes, Starswarms, etc. are immune to infection as being completely non-biological.

(OR11.05) NEW RULE INFECTION DURING A SCENARIO OR CAMPAIGN

Sigvirion infection occurs rather rapidly, but cannot generally be done during the duration of a single scenario. In most cases where a Sigvirion infection is present on a ship, special scenario rules will have to define when and under what circumstances it becomes apparent. See for example (SL226.0) Crouching Tiger, Hidden Virus.

Special scenario rules may define (as in the example scenario) that the Sigvirion player takes control of a ship in the opposing fleet, or that some random event may lead to discovery and fighting for control of the ship, or any of a number of other possibilities. But even if the Sigvirions have succeeded in infecting a ship during a scenario, the effects of the infection will not be revealed until sometime later, even if the infected ship was otherwise unaware of the potential for such infection, e.g., a first contact situation.

Campaign rules would need an independent monitor who would determine if the Sigvirions had managed to find a counter to a given empire's anti-viral agents and keep this hidden. Perhaps until the Sigvirion player wants to use his new "agents". Perhaps reveal it on some random basis to the infected player, possibly without the Sigvirion player learning that the non-Sigvirion player has become aware of his resistance to the previous anti-virals. Campaign managers and participants wishing to deal with the possibilities of Sigvirion infections will need to develop their own rules for this purpose.

(OR14.0) IRIDANI

(OR14.M0) 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.

(OR17.0) FEDERAL REPUBLIC OF AURORA

(OR17.8) FRA CVS in *Module Omega #3*: Fighters should be: Eight fighters with twelve damage points and one short range cannon and four fighters with ten damage points and two light photon charges. (Instead of eight fighters with thirteen damage points and a short range cannon and four fighters with twelve damage points and two light photon charges.) The Doberman-2 Fighter Data Table should say Crippled on eight damage points (not nine damage points). The Rottweiler Fighter Data Table should say Rottweiler-1, Crippled on seven damage points (not eight damage points).

ANNEXES

Annex #4 in *Module Omega #3*: The FRA Master Fighter chart in *Module Omega #3* the Rottweiler-1 (OR17.F3) should have ten damage points and a BPV of ten points.

TACTICS

*The Ymatrian primer (pages #300-301) 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.

*In the FRA tactical primer (pages #301-303) the Trobrin are referred to as the 'Trobin'.