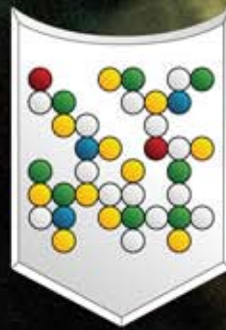


FEDERATION COMMANDER

OMEGA PLAYTEST RULEBOOK



FEDERATION COMMANDER OMEGA PLAYTEST RULEBOOK

BEYOND THE VOID LIES...OMEGA!

Welcome, Commander, to the Omega Octant. The Cosmic Nexus has transported you to this distant region of the galaxy. Hopefully, the transition hasn't left you the worse for wear; there's a lot for you to get caught up with.

You may choose to start your journey at Omega's home away from home; the Federal Republic of Aurora. Founded after the Federation colony world of Aurora III was transplanted out of the Alpha Octant (along with its entire star system, plus everyone and everything in it!), the Aurorans took the Terran-hull starships they had on hand in 2530 and used them as the basis for a new Navy. Having a cloak-equipped Orion ship on hand didn't hurt either.

Alternatively, you can move beyond the Republic's boundaries, and find one of a host of new fleets and empires to tie your fortunes to.

The storied Mæsrón Alliance is a union of many species, centrally located in Omega the way the UFP is in Alpha, and is a key player in Omega history. Their rise, collapse, and renaissance each have a major impact; not least when one of their founding members, the Vulpa, decides to strike out on their own.

To the north-west of Mæsrón space lies the mighty Trobrin Empire. The Trobrin are silicate life forms who believe their very survival in a galaxy filled with "carbonites" depends on their pursuit of the "Silicate Plan": a long-term effort to one day control the entire Milky Way Galaxy. With ships as large and powerful as theirs, it's no idle threat.

On the southern flank of the Empire lies the Probr Revolution, an empire of genetically-modified salamander-like reptilians. The Probr were uplifted (by accident) through the genetic manipulations of a species now known only as THEM. The subsequent revolt obliterated all traces of that prior civilization. Despite this dark chapter in their history, the modern-day Probr are not overly aggressive in their outward dealings. Still, they have no intention of being left on the Octant's sidelines.

Beyond the Milky Way Galaxy lies the Iridani Cluster, the home of a proud and adventurous species of knights and explorers. These honor-bound heroes fulfill their Quests into Omega with characteristic flair, going to whatever lengths are required to satisfy the demands of their appointed task.

Whichever fleet you attach your banner to, be wary of the many challenges this dangerous region of space offers... not least the

devastation left in the wake of the Andromedan Invaders.

Are you ready to make your new beginning, and earn your wings as an Omega Commander?

NOTES ABOUT THIS E-Book

Federation Commander: Omega Playtest Rulebook is a pre-production playtest module for the Omega Octant setting in the *Federation Commander* game system. This module requires one of the FC core rulebooks (*Klingon Border*, *Romulan Border*, *Academy*, or the *Reference Rulebook*) to play.

A note on the use of Omega Octant ships in duels with Alpha starships: the ships presented in this module are, in many cases, from what in the Alpha Octant might be referred to as the Middle Years. While modern starship technology developed in Omega several decades earlier, the advent of war cruisers and other such units came somewhat later.

With this in mind, one might consider using the Middle Years ships as presented in *Briefing #2* when attempting cross-Octant encounters. One can still organize scenarios against Main Era, M81 Galaxy, or LMC fleets (or, indeed, against the Andromedan Invaders) based on Point Value comparisons.

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COMPONENT LIST

FEDERATION COMMANDER: OMEGA includes the following components:

- This 54-page rule booklet
- 18 Ship & Weapon Cards (numbered X-X)
- 22 one-inch counters
- 276 half-inch counters

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PUBLISHER'S INFORMATION

FEDERATION COMMANDER: OMEGA was created and published by:

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Revision Three Rulebook, April 2014.

A GUIDE FOR STAR FLEET BATTLES OMEGA PLAYERS

While many of the systems found in the Omega Octant in *Star Fleet Battles* have been ported over to *Federation Commander*, there are a number which (for the time being) have been streamlined, or left aside.

The array of options for Tachyon Missiles has been narrowed down significantly, from the intricate customization options available in *SFB* to three missile upgrades offered for what are referred to here as the Middle, Transitional, and Late Eras of Omega.

For the Federal Republic, rules for Shuttle Bombs have been set aside for now.

In the case of the Iridani, their ships are presented with the assumption of certain modules being pre-set in place. Options regarding the use of alternate modules may, or may not, be offered for later consideration (although certain modules require rules not found outside of the *Borders of Madness*). The two types of Gigs are not present, either.

Hopefully, the rules presented provide enough to allow the various ships and fleets to operate properly in the game system.

FURTHER NOTES

At the time of writing, all formally-published *Federation Commander* modules serve the Alpha Octant and the M81 Galaxy, while the *LMC Playtest Rulebook* explores the Lesser Magellanic Cloud in an *FC* context.

This module is intended to act as a launching pad, allowing for exploration of one of the most intriguing and distinct settings the Star Fleet Universe has to offer. The author hopes it might set a precedent, and one day open the door for the future exploration of this and other new frontiers (to include the Triangulum Galaxy and others).

Omega is a far-ranging and ever-shifting arena, in which many powers, large and small, rise and fall; where ship classes are by no means uniform across each power's navies; and where many technologies take a more diverse turn than in the Alpha Octant.

It was my intention that, for this setting far from home, the first port of call would be at the Federal Republic of Aurora. With their familiar, yet sometimes distinct weapons systems, and their similar yet divergent starship design philosophies, the FRA should make for a good frame of reference for Alpha players looking to enter this distant Octant. Further, I wanted the file as presented to allow for the telling of the first post-transference chapter of Aurora III's history. How it emerged onto the wider stage of Omega, and when it first asserted itself as a player not to be taken lightly.

To do this, and to provide the key to understanding Omega history, the Mæsrón Alliance is essential. Through Auroran contact with the



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