

# STAR FLEET BATTLES

## OMEGA MASTER RULEBOOK



2011



**THE OMEGA PROJECT**

The Omega Octant lies spin-ward (east) of the ISC in our Galaxy, on the other side of a great rift known as the Void. Within the Void (which is approximately as wide as Federation territory on the F&E map), sensors do not function, magnetic and ion storms abound, and ships can be lost without a trace within minutes of entry. It is even rumored that strange creatures reside within the region to devour anything that attempts passage.

With the Void blocking scans, the region of space on its opposite side is totally unknown to the empires we have seen in *Star Fleet Battles* so far. Even the Jindarians, who have been wandering for ages, do not attempt passage through the Void. There are, of course, Jindarians on the other side, but they have no contact with those we are familiar with, and are in some cases quite different than might be expected.

As the Octant is totally unknown, it was given no formal designation on Federation charts until much later when it came to be known as the Omega Octant.

**BACKGROUND**

The Omega Octant is a region marked by great change throughout its history. Great nations rose and fell as the years passed, some of them disappearing entirely and others absorbed by greater powers. Some empires were benign and peaceful; some were aggressive and confrontational; others were curious and inquisitive; a few just wanted to be left alone. There was a great variety in peoples and cultures, and these differences led more often than not to conflict.

This variety also led to differences in technology. For example, the Omegan empires lagged behind the Alpha Octant in warp efficiency, resulting in a slower base speed for their cruisers. (This was, eventually, corrected at a later period in history that will be detailed in a future product.) Many other technologies, such as transporters, tractors, shuttles, and the like paralleled the Alpha Octant, but many others developed along different lines (in some cases radically so).

An excellent example of this difference is in the area of phasers. Most empires chose to develop and use some form of phaser-like weapon, but they differed radically from the phaser-1, -2 and -3 you are used to. There are no less than six different classes of phasers in use in the Omega Octant, including phasers with built-in ECCM, hit-or-miss weapon charts, no damage rolls, better long-range effectiveness, a broad range of damage, and multiple shots in a turn.

Heavy weapons and auxiliary weapons are likewise quite different from those you are used to. These range from classic direct-fire and seeking weapon types to new varieties which have qualities of both (or neither), project various types of terrain, do varying amounts of damage, affect multiple shields, hit an impulse or more after firing, or cause other effects in strange and unusual ways. To make things even more interesting, the classic overload range of eight varies from weapon to weapon, resulting in tactical situations never seen in *Star Fleet Battles*.

**WHY HAVE AN OMEGA PROJECT?**

Players of *Star Fleet Battles* have long wanted new empires, new strategies & tactics, and new backgrounds for fiction and other expansions. The amount of such material which can be added to the existing empires in the Alpha Octant is limited, but the rest of the Galaxy beckons, with vast regions of totally unexplored space waiting to be surveyed!

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**(OZ1.0) NOTES ON OMEGA MASTER RULEBOOK**

**(OZ1.1) ORGANIZATION AND COMPONENTS**

*STAR FLEET BATTLES OMEGA MASTER RULEBOOK* is a component of the *Star Fleet Battles* Captain's Edition game system. You must have the *Star Fleet Battles Basic Set* (and *Advanced Missions* is highly recommended) to use this product. This product provides no SSDs and counters, which can be purchased as spare parts from ADB, inc. No other SFB products are required.

A complete copy of this module includes:  
This 420-page rulebook

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