

THE OMEGA WAR –PLAY AIDE

GENERAL PRINCIPALS

SUPPLY:

Supply is judged at the start of each movement phase and at the instant of combat for both sides.

Nomads, Rebel Partisans and Union Strike Divisions all always supplied.

Union - unlimited to friendly Metro, Dome or Bubble.

Rebel - Movement cost to supply source friendly Metro, Dome, or Risen Warren (Inside own Clanhold until continental army Formed)

MOVEMENT:

General movement applying to all movement phases for both sides. Player specific exceptions in Expanded Sequence of Play. Movement Chart shows Clear/Foul costs.

Only Mobile units (including Mutants) can cross all sea hexsides and enter all sea hexes but cannot end move on all sea (Treat Ruined Bubble as all sea)

Nomads cannot leave the reservations and cannot enter Waste hexes or active Barriers

Mutants can end movement in Waste Hexes others (except Nomads) can move through but not end in them.

Totems are not settlements and all units can move through or end movement in them.

Nu Otwa Barrier becomes Clear if Nu Otwa is Captured/Ruined. Other Barriers become clear if loway Captured/Ruined

ZOCs (All units showing a colour bar over movement factors, all un-revolted/unruined Domes and Metros.

ZOCs do not extend unto active Domes, Metros and Warrens)

Entering an enemy ZOC costs 2mp

Leaving an Enemy ZOC costs 1MP

COMBAT:

General combat applying to both combat phases for both sides. Player Specific exceptions in Expanded Sequence of Play:

Attacks < 1:3 not allowed. Over 6:1 use 6:1

Active player announces attacks and for each:

Both players check Supply. ½ strength on Attack if Unsupplied

If Range coloured ½ Attack rating at ranges of over 1

Union player allocates Support from unengaged Supplied Air units, Domes, & Metros (Union Patrol Fleet range ½ for Support fire)

Airships based North of Weather line cannot provide support in foul Weather

Die Modifications:

+1 for each FULL unit equivalent or Settlement in Defenders Hex

-2 If north of Weather line in foul Weather.

Mods under 0 and over 7 use those lines respectively

If Total Mods are >4 Defender loses extra step for each additional mod.

If Defending in Settlement and losses exceed ability of Defending units to absorb them then Settlement is destroyed.

Place Ruin marker in hex and deduct Political Rating of settlement from PI Level

Support units/Settlements do not suffer losses.

Place eliminated Nomads in cup. Place other units aside for rebuilding.

Attacker can advance any/all adjacent participating units into hex.

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EXPANDED SEQUENCE OF PLAY

UNION RECRUITMENT PHASE

Union player consults PI Chart on map line by line. PI column effect changes take effect at the end of the STEP in which they occur.

1. New Steps Air Steps/New Mobile unit steps (Not Mutant Legions)

On map must be supplied, Off map place on any friendly settlement any number per hex. (Air units cannot be placed in the Bubble).
OR Twice per game may forfeit all replacement steps and rebuild a destroyed Dome (Purple). Dome must have no enemy units adjacent and must contain a Strike Division. Add Political Rating to PI level.

2. U Mutants Times D6 roll/Spread.

Place each anywhere on a vacant Waste Hex
OR Refuse to Roll and cease recruitment for rest of game.

3. U-Nomads Times D6/Spread (Clear Weather only)

Blind draw from pool. Place on Totem in own Reserve. (if none, not received and roll lost)
OR Refuse to Roll and cease recruitment for rest of game

REBEL RECRUITMENT PHASE

Rebel player consults PI Chart on map line by line. PI column effect changes take effect at the end of the STEP in which they occur.

4. Rising Times Die 6/Spread

Choose Clanhold then roll

Die Modifiers:

Subtract 1 per Settlement in Revolt in Clanhold

Add 1 for EACH Union Settlement not in Revolt or Ruined in Clanhold

Add 1 if ANY Union mobile units are in Clanhold but not within Settlements or Barriers

If fails may choose same again in future rolls in this or future phases

If succeeds place all Clan units in Warren Hex(s) within Clanhold any number per hex.

Deduct Political Rating PI Level of all undestroyed Warrens in Clanhold that rises.

5 Revolt Times D6/Spread.

Choose Settlement

Die Modifiers:

Subtract 1 For or every two Rebel Units adjacent

Subtract 1 If Clanhold has Risen and there are undestroyed Warren(s)

Add 3 If Settlement is a Metro or the Bubble.

Add 1 For EACH Union MOBILE Unit in the Settlement.

If fails: May choose same again in future rolls in this or future phases

If Succeeds: Eliminate all Union units in Settlement

Draw revolt marker and place on settlement Deduct Political Rating from PI level

If Bubble it is automatically Ruined (Place marker with ruin side up) Deduct Political Rating from PI level

6 R-Nomads Times D6/Spread (Clear Weather only)

Blind draw from pool. Place on Totem in own Reserve. (if none; not received and roll lost)

7 Defections: Times D6/Spread.

Choose Union Mutant or Nomad

If fails may choose same again in future rolls in this or future phases. If succeeds flip to Rebel side

If stacked with Union units or in Union Settlement move to adjacent legal hex either vacant or one occupied by Rebel units

If none available unit is destroyed.

In addition Rebel player gets:

Partisans

Place one Partisan unit on each Revolt Marker (If Foul; only South of Weather line)

Continental Army

Voluntary once per game from January 2020. Allows Rebel Gangs and HW Brigades to trace supply to any Warren and avoid the -

1 Die mod for mixed Clans attacking

Roll D6x1 and Add to PI level

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REBEL MARCH PHASE

Partisans and Nomads are always Supplied

Check Supply for others (Movement cost to supply source friendly Metro, Dome, or Risen Warren (Inside own Clanhold until continental army Formed)

Full Movement if Supplied Half movement if not

Gangs and HW Brigades (Mobile units except Mutants) cannot enter a hex in a Clanhold that has not yet risen. (Including Settlement in Revolt)

Partisans and Mutants can enter an unrisen Clanhold but cannot enter a Warren in the Clanhold.

Rebel Nomads can enter any and all Reserves (Not unruined Domes or Metros)

REBEL COMBAT PHASE

Die Modification of -1 If Rebel using Mixed Clans unless has formed Continental Army

UNION REACTION PHASE

Air units CANNOT move

Check Supply

Move Supplied MOBILE units to ½ movement

Supplied Mobile units may Teleport between Friendly Settlements (only) costing ALL movement points

REBEL EXPLOITATION PHASE

Check Supply

All SUPPLIED units move with Full Movement as per March Phase

UNION MARCH PHASE

Air Units can move

Check Supply; unlimited to friendly Metro, Dome or Bubble

Full Movement if Supplied 1/2 movement if not

Union Air and Mobile units treat Barrier Hexes as Clear

Union Units cannot enter an unruined Warren.

Union Nomads can only enter own Reserve. (Not unruined Domes or Metros)

Air Units Cannot enter Rough Hexes or the Bubble

Supplied Air and Mobile Can use ½ Movement to Teleport between Settlements and Strike Divisions that are not in Rough and do not move this phase

REBEL REACTION PHASE

As March Phase but only SUPPLIED Mobile Units at ½ Movement

UNION COMBAT PHASE

If Union attacks Warrens in Clanholds that have not yet risen thy Rise in Revolt. Add PI of all Warrens to PI Level and deploy 2

Rebel Clan units per Warren before resolving attacks

Patrol Fleets ½ strength against Warrens.

If Union has Activated Orbital Strike Station (and Nu Denver is still active) it has one attack either on own or with others of 60 Attack Strength

Die Modifications:

+1 if Defender in Clear or Barrier and Union Heavy Division(s) participate.

+2 If Union Player is using Nukes and assault fleet(s) are participating

If Warren or Revolting Settlement destroyed increase PI level by Settlements/Warrens Political Rating

UNION EXPLOITATION PHASE

SUPPLIED Mobile and Land units (No Air) at Full movement

REBEL REINFORCEMENT PHASE

Rebel player receives Reinforcements if Warren marker on Game tun track

Each undestroyed Warren per Clan that has risen gives 4 steps.

May flip units on map or add to Warren no more than 4 steps per Warren.

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GAME TURN RECORD PHASE

IF Turn Nov 2021 or PI<5 or PI>45 Game Ends Proceed to Victory Assessment

If Game Continues:

December Turn (Totem Marker on Game turn Track) Remove all Nomads to winter quarters (back to pool)

If PI is A and Nu Denver is Union controlled and Unruined Union may Activate Orbital Strike Stations.

If Activated deduct 1xD6 from PI.

Union now has use of Orbital Strike Station in Combat Phases from now on.(

Gives a 60 point indivisible attack to use in one combat alone or with ground/air units.

If PI is A or B Union may decide to use Nukes.

Deduct 1xD6 from PI

Union Strike Fleets add 2 to Combat Roll when involved in an attack from now on.

VICTORY ASSESSMENT

Any Game Turn: PI>45 Union Decisive victory

Any Game Turn: PI<5 Rebel Decisive Victory

If Turn Nov 2021:

PI A Rebel Decisive,

IF PI B Rebel Significant

IF PI C Rebel Marginal

IF PI D Union Marginal

IF PI E Union Decisive

REBEL CLANHOLD & NOMAD ID CHART

| CLAN NAME NOMADS | BACK COLOUR | BAND COLOUR | TEXT COLOUR | GANG/HW NUMBERS |
|---------------------|-------------|-------------|-------------|--------------------|
| BAMA | DARK GREEN | YELLOW | WHITE | 5/1 |
| CANIALAN | SAGE GREEN | GREY | BLACK | 4/0 |
| COLUMBIA | LIGHT BLUE | GREY | BLACK | 5/1 |
| MECKLAN | DARK BLUE | GREY | WHITE | 8/0 |
| NOSIA | DARK GREEN | GREY | BLACK | 5/1 |
| SCOTIA | MID GREEN | YELLOW | WHITE | 4/0 |
| UTE | MID BLUE | GREY | BLACK | 6/0 |
| YORKAN | LIGHT GREEN | YELLOW | BLACK | 5/1 |
| ZARKAN | MID GREEN | YELLOW | BLACK | 4/2 |
| | | | | |
| BRASKAN | ORANGE | N/A | WHITE | 6 |
| DAKOTAN | MAROON | N/A | WHITE | 4 |
| WYOLAN | PURPLE | N/A | WHITE | 4 |