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Welcome to Alpha Omega

Alpha Omega is a world of imagination, adventure, fantasy, and limitless possibility. It is a world where the normal rules of daily life no longer apply—heroes, villains, monsters, and terrors of every sort lie waiting for you. It is a world wiped clean, returned to a state of primal nature where only the strong survive.

Humans have regrouped in the safety of cities alongside a whole new range of intelligent species. Inside the cities, they have pushed the limits of science and engineering, ensuring survival and the eventual reclamation of Earth. It is a dangerous, untamed frontier world, ready again to be explored. It is a world where the bravest and strongest can be whatever they want, and where those willing to risk it all can achieve greatness. Finally, it is a world ready for you to make your own.

We built Alpha Omega as a platform for the imagination—the beginning of a new world ready to take shape. In our minds, this book does little more than scratch the surface of the Alpha Omega world; it has been written to lay the foundation for you. It is yours to build upon, to expand, to populate, and to shape any way you like.

Have fun, tell great stories, and enjoy the action.
**The Role-playing Game**

1.1

**Alpha Omega is a role-playing game**—a collaborative storytelling game in which players assume the roles of central characters in a story led by the Game Moderator (GM). *Alpha Omega* is best played by two to six players, with one acting as the GM to direct the action.

The GM is responsible for creating—or at least overseeing—the story, describing the world and the action as it unfolds around the players. The GM also assumes the role of the story’s supporting cast—the monsters, villains, and background characters with whom the Player Characters (PCs) interact. In movie terms, the GM can be thought of as the writer-director.

The players create, control, and assume the roles of the story’s central characters, battling adversaries, solving puzzles and, most importantly, contributing to the development of a great story. Again in movie terms, the players can be thought of as the actors.

As with most other role-playing games, there are no winners or losers in *Alpha Omega*—it is a game of imagination and fantasy without boundaries.

The most rewarding aspect of *Alpha Omega* is building on the world presented here, watching it—and your characters—grow.

*Alpha Omega* is governed by a set of game mechanics (or rules) that guide your game, ensuring that everyone is engaged and understands what is happening. The normal laws of nature still apply; the sun rises in the east, time marches on, gravity keeps us on the ground, and Earth, for the most part, remains intact. The rules enable your characters to wield great power, perform great acts of heroism, save the world, and engage in an otherworldly war that has raged for millennia. The rules have been developed to function as the basic mechanics of the *Alpha Omega* world; your world of adventure will evolve from these rules.

*Alpha Omega* is about having fun, telling great stories with your friends, and opening doors to creativity and imagination in an exciting and fantastic world.

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**Using This Book**

1.2

**The Alpha Omega Core Rule** Book is divided into ten sections, each dealing with a specific element of the game. The book is designed for easy navigation, with features to help you find your way around.

**NavBar**

Along the outside edge of each page, you will notice a vertical navigation bar, or *NavBar*, for short. The top of the NavBar includes a set of eleven icons, each representing one of the book’s primary sections, with the final icon representing the book’s index and appendices. The highlighted icon indicates which section you are currently reading. Below these icons you will find a series of topic numbers. The NavBar enables you to locate and reference different sections and topics quickly by flipping through the pages.

**Folio Numbering**

Folio numbers and topic titles are displayed on the top left and right corners of each two page spread. The left folio number and topic title tell you which topic is being discussed on the left page, while the right folio number and topic title tell you which topic is being discussed on the right page. These are useful when topic explanations run across several pages and you arrive somewhere in the middle of a particular topic while flipping pages.

**Table and Diagram Numbers**

This book includes a number of tables and diagrams, all of which are numbered sequentially within each section for easy reference. Furthermore, the most important tables are presented together at the back of the book for quick access.
SECTION GUIDE

SECTION 1—Welcome to Alpha Omega introduces the game, explains how to use this book, and outlines what you need in order to start playing.

SECTION 2—The Visions of Ethan Haas contains a sample of the eccentric and tortured visions of Ethan Haas, the prophetic madman who foresaw the world of Alpha Omega.

SECTION 3—Setting—The World Remade opens with an overview of slang and other colloquialisms common in 2280 and introduces the world of Alpha Omega, providing an overview of the changes that occurred between the years 2049 and 2280.

SECTION 4—Locations discusses a few key locations in the Alpha Omega world.

SECTION 5—Personalities and Organizations introduces a few important people and groups waiting for you in 2280.

SECTION 6—Character Creation explains how to create your own unique characters for the Alpha Omega game.

SECTION 7—Game Mechanics introduces and explains the rules of Alpha Omega.

SECTION 8—Character Development explains how to develop your character as the game progresses.

SECTION 9—Gear and the Marvels of Science contains a detailed look at some fantastic equipment available to characters in the Alpha Omega world, including any special rules relevant to their use.

SECTION 10—Playing the Game discusses the ins and outs of planning, running, and participating in an Alpha Omega game.

GETTING STARTED

AS WITH MOST OTHER role-playing games, there are a few requirements for playing Alpha Omega:

**What You Need to Play**

1. At least one copy of the Alpha Omega Character Sheet for each player
2. Some scrap paper
3. A pencil for each player
4. An eraser
5. A calculator (helpful but not necessary)
6. At least one of each of the following die types (two to three of each is ideal):
   - A 4-sided (d4)
   - B 6-sided (d6)
   - C 8-sided (d8)
   - D 10-sided (d10)
   - E 12-sided (d12)
   - F 20-sided (d20)

There are also a few optional pieces of kit your group might decide to incorporate into your game, depending on which mode of play you choose:

1. Alpha Omega Game Moderator Screen
2. Gridded playing surface for drawing maps or representing parts of the game world
3. Miniatures or models for characters, creatures, etc.
4. Miniatures or models of terrain, buildings, etc.
5. A tape measure
Your group might also come up with helpful aids, such as random number generators, digital maps, and electronic character sheets.

Now that you have everything you need to play, it is time to get started. First things first: everyone playing in your game should be familiar with the game mechanics and the setting. Alternatively, your first game session can be arranged to teach everyone the rules and introduce them to the Alpha Omega world. GMs should make sure they are completely comfortable with the mechanics.

 Decide if players will create their characters before the game session or as part of the session. Depending on how your group plays, it can be a time-saver to have players create their characters before getting together. However, if creating a complementary team of characters is a priority for your group, creating them together during the first game session can be a lot of fun.

 The work (and fun) for GMs usually begins well before the first game session, as they plan an adventure, or even a complex story arc consisting of a series of adventures designed to span numerous game sessions. In either case, planning is the key to running a great game of Alpha Omega, and GMs should start their planning by thinking about what they and their players will enjoy. Will the story revolve around the exploration of the wilderness? Perhaps the PCs will be hired to protect a VIP over the course of their visit to an important city. Maybe the player’s characters are up-and-comers in the underworld, hired to pull a series of upscale burglaries. The possibilities for exciting stories are limitless.

 For more on planning and playing Alpha Omega, see section 10—Playing the Game.

### Modes of Play

**1.5**

**THERE ARE THREE BASIC METHODS** or modes for playing Alpha Omega. Understanding them so that you can select appropriately for your group is especially important when combat or intense action features heavily in your games. You and your group should feel free to mix and match these modes as you see fit:

#### Imagined Combat

In this scenario, the GM describes the action of combat to the players, possibly using a drawing to illustrate the location of characters and NPCs. This is a subjective style of play suitable for groups unconcerned with the intricate details of combat, or who want to enjoy the fun and speed of role-playing as scenarios unfold.

In this case, Range is determined by the GM, who tells players how far away they are from their targets. Generally, this distance is presented in meters.

#### Model and Game Grid Combat

With Game Grid Combat, all combat situations are recreated with models and a large gaming grid. Although gaming grids can be comprised of squares or hexagons, the important thing to remember is that each square or hexagon represents roughly 1m² in the game world.

This style of play is great for players who enjoy the visual excitement of combat action and want more realism without investing too much time in measurements and sophisticated terrain.

In this case, Range is determined by counting the number of grid squares or hexagons between the attacker and his/her target.

#### Model and Terrain Combat

In this scenario, the players and GM create three-dimensional models of particular areas of the game world. Models are also used to represent characters and NPCs. However, there is generally no grid to act as a reference for distance.

In this case, Range is determined by measuring the distance between models to the nearest inch. One inch on the table equals one meter in the game world.
RUNNING A GAME SESSION

1.6

A GAME SESSION IS WHERE all the planning and preparation comes together in a few hours of fun and excitement. By default, GMs generally assume responsibility for running game sessions, although that is not required.

A typical game is played around a table large enough for you and the other participants to lay out maps and other playing aids, move miniatures around, and roll dice. However, a table is not critical, and your group should feel free to play wherever it is most comfortable.

Game sessions should be organized like a good novel or movie; they should have an introduction or recap of the previous session, and should progress through a pre-planned plot on the way to an exciting climax, leaving everyone excited for the next session.

BEGINNING THE GAME SESSION

1.6.1

EVERY GAME SESSION SHOULD BEGIN by ensuring everyone at the table knows each other. This is also a good time to make sure that everyone has a character ready for the game and is comfortable with the house rules.

The GM generally begins the session by setting the scene and laying the groundwork for the game. S/he can offer a simple introduction to the story, explain the characters’ roles in the plot, and even introduce some of the other important characters, often referred to as non-player characters or NPCs. Some GMs even go so far as to prepare a written synopsis of the story, maps, and a list of important personalities and locations which they distribute to their players in advance of the first game. This is a great tool for GMs and really helps to get players excited about the game.

A typical session might begin as follows:

GM—“Welcome everyone. Tonight we will be running the first in a series of adventures in the story arc I call ‘Trust is Earned, Not Given.’ Our story begins in the dark underworld of Oderon City’s lower levels where your crew has come together in the hopes of making a name for itself as a legitimate power player in the Underworld. Since everyone knows each other and you created your characters as a team, we’ll assume your characters go way back, have known each other for a long time, and are familiar with each other’s background stories. A closely knit team will be important if you hope to survive and make it big on the mean streets of the Oderon arcology’s depths.

Here is a little background on Oderon City and its underworld your characters would already know, including a few of the city’s major players…

Any questions before we get started?

With that, let’s begin.”

And so, the GM would jump right into the story.

The bulk of a game session is spent advancing through the story and building toward the climax. The GM will organize and lead the action, instructing everyone when it is their turn to act.

There are a few important things for all players to keep in mind during a game session:

1 You are a team—everyone at the table, including the GM, is there to work together and have fun creating a great story. Unless everyone agrees otherwise, work together and protect your teammates.

2 Be helpful—the GM has a tough job, and any help experienced players can offer new players will be greatly appreciated.

3 Keep everyone involved—do your best to plan your character’s action in advance so that when your turn comes, you can execute it quickly, keep the game moving, and make sure everyone is active.

4 Respect the GM and your fellow players—Alpha Omega is a game, and like all games there will be times when you disagree with others. Always respect the decisions of the GM and your fellow players. Do not
interrupt the game to challenge others and do not get bogged down in arguments which disrupt everyone's fun. Discuss rules and strategy after the game. Feel free to modify or create new rules as you and your group see fit for the next session.

5 **Keep unnecessary chat to a minimum**—have fun and make sure others have fun, but do not be disruptive, especially when it is not your turn to act.

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**ENDING A GAME SESSION**

**1.6.2**

THE END OF A GAME session is critically important. Your story should either wrap up or be left as a cliffhanger, with everyone looking forward to the next session.

If the story is complete, GMs should award characters Character Development Points (CDPs), which players can spend to further develop their characters.

Time can also be set aside at the end of a game session to discuss any issues which arose during game play. This is also a great time to discuss what your characters should do next.

GMs—Be sure to listen to your players and take advantage of their story and character ideas. If you do this, your next session will be even more fun.
In Paris, in the middle of the 19th century, an unknown writer named Ethan Haas published a tiny book of fiction called, *The Wheel and Other Stories*. The work received very little attention, except within some unusual circles in Eastern Europe. Some philosophers and mystics of the time hailed the book as the prophetic visions of a gifted man who had somehow seen the truth of Earth’s origins, end, and rebirth. However, Haas disappeared shortly after the book was published. Only a handful of copies survived through the years, carefully protected by a few collectors who quietly held to the belief that Haas was a prophet.

It was not until 2049 that it became clear Haas’ book was not fiction, but indeed prophesy. Several excerpts follow...

...in the millennium to come, the skies were pierced by the gleaming towers of man, filled as London and Paris, with the movements of men, women and children. And the gods saw these marvels and knew their children may one day surpass them, but they knew their children well and knew their wars would destroy them. And the gods knew that Earth would be cast again from the red glow before they could return, and that this new world would be as it was when the gods had first walked upon it when their children were too few and scattered to know the gods were among them.

...and the towers climbed up, away from the dangers of the ground below. The towers were as markers of safety and triumph. And they were as homes to men and women who knew they were not of this
world as they had hoped and that it was in their choosing that they had roused the disfavor of the natural world and its spirit. The Earth and the elemental forces from which it was cast were as forces even the gods themselves could not fight. And the elemental world waged its war on the world of men and women as a savage would wage war upon the enemy, and the elemental world cleansed itself and a new face of the Earth could be seen by the gods who watched their children gather into the towers and into the cities in hiding, afraid.

...while the towers climbed and the earth was remade, the stars came down as in a rain of fire. The rain continued unto several years, punishing the surface of the Earth and making it ready for the return of the gods.

...war came, no longer from the elemental nor from the star's rain of fire. The world was again remade, and the glow was as the coming of the sun upon the Earth. The children of the gods were again too few, scattered and divided. Among them walked the ancients and those whose thoughts were not as to the towers and the marvels, but to the End and the destruction of the Earth and to the fires from which nothing could escape. And it would be that from those fires and the glowing of the sun that the misshapen and burnt would emerge. And the war of the sun would last for one year and in that year the children of the gods would diminish their numbers so that the gods would see the elemental was once again as it had been. The world would again be green and with the life of all things. The children of the gods would be safe in their towers and welcome the gods as fathers and mothers upon their cities and into their towers. The gods would need time to prepare their war.

...and it was that at the passing of many thousand years, the first of the gods would return to the world, and the gods were of two forms, those who sprang from the skies in a beam of light, and those who appeared from the earth in a torrent of fire. The gods made their way to the cities and towers of men and women and sat as kings and as monsters upon their announcing, and said that they were at war and that their war would not be with the men and women but with each other and that they would be upon the earth as they had been before and that they were pleased to be upon the earth once again.

...the men and women joined the gods in their war with each other and were as allies with their gods who had sought their aid, for the gods knew and saw that their children were powerful in their towers and in their cities, and that the Dark Ones and the Remade and the Machines were powerful as well and that they may also join with the gods in their war. And the war of the gods would be upon the earth for many years.

It is believed that the majority of *The Wheel and Other Stories* was first recorded by Haas in his personal journal, which reportedly went missing, along with Haas, sometime in 1889. Copies of Haas' journal have circulated over the years, although their authenticity has never been proven. Some researchers claim Haas' journal includes several entries in which he claims a "demon" watches over him, "whispering visions of what will come".

Madness or not, as you will see in the following pages, Haas' writing indeed foretold of the changes that would reshape the world.