



ALPHA OMEGA

THE BEGINNING AND THE END

ERRATA 1.0



ERRATA

11.1

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For additional information and to join the AO Community visit the AO Forum at www.alphaomegathegame.com/community.

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THE BEGINNING AND THE END

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3.8.5 AI: State of the Art

SIXTH PARAGRAPH

“You would have entirely unfamiliar senses It would be a...” should read “You would have entirely unfamiliar senses. It would be a...”

6.2 All Species

CORE QUALITY TABLES

“CHRISMA” should read “CHARISMA”

6.2 All Species Game Elements Tables

RULES CLARIFICATION

For those species capable of Wielding, the maximum Source and Intention Ranks listed is not meant as the maximum sum total of Ranks they may have, it is the maximum number of Ranks they may have in each of their available Sources and Intentions. For example, the Grigori cannot have more than 6 Ranks in each of their Sources and Intentions during Character Creation. As a Grigori character progresses, they may purchase additional Ranks but no more than 24 Ranks in their Source and each of their Intentions since 24 is their “Maximum Source and Intention Ranks”.

6.2.6 Lesser Nephilim

GAME ELEMENT CORRECTION

The second line of the “Abilities, Drawbacks and Genetic Deviations” section of the Game Elements Table should read “Lesser Nephilim can purchase Elim or Terran Genetic Deviations.”

6.7.1 Abilities

FIGURE 6-12, FAST LEARNER ABILITY

“Pays have price...” should read “Pays half price...”

6.9.2 Physical Skill Descriptions

UNARMED MELEE SKILL, GAME ELEMENT CORRECTION

Unarmed Melee is missing its Associated Quality, Athleticism.

Please note the Associated Quality is correctly listed in Figure 6-21 and on the Character Sheet.

6.9.2 Physical Skill Descriptions

TO DO, STEP 2, GAME AID CORRECTION

Remove last sentence of Step 2 which explains there is a blank box on the Character Sheet. This box has been used to hold the Nefarious Field of Skills.

6.10 Wielding

FIGURE 6-22

Rank Level Final Row should read “28-30”

6.10.2 The Wielding Cosmology

TO DO, STEP 3, GAME ELEMENT CORRECTION

“If your character is an Arcane Wielder, deduct 100 from your remaining CDP total...” should read “If your character is an Arcane Wielder, deduct 80 from your remaining CDP total...”

7.9.1 Range Rating

FOURTH PARAGRAPH, RULES CLARIFICATION

Paragraph should state that “8 is added to the DR for all Ranged Attacks”, not just those in the weapon’s Nominal Range. The Modifiers that come into play for firing at distances greater than Nominal or shorter than Nominal are added to the standard 8. Why 8 you ask? To be honest, 10 seemed too high and 5 was too low, but without this modifier too many hits occur with any decent dice rolls.

7.9.1 Range Rating

FIFTH PARAGRAPH

“It is not not possible to hit...” should read “It is not possible to hit...”



7.9.1 Range Rating

EXAMPLE

The DR adjustment of 15 is incorrect. The example should read:

“Mark’s character is using a Promethion Artemis Sniper Rifle. It has a Range Rating of 6. His GM just informed him that an enemy soldier has been spotted 500 m (1,640.4 ft) away. Since the target is 420 m outside the Nominal Range of the weapon, the DR is raised by an additional 9 for a total of +17; 8 for the Nominal Range and +9 for the extended range.”

7.9.7 Called Shots

RULES CLARIFICATION

Please note that AI can make Called Shots. They are exempt from the Endurance cost but not the +5 increase to the DR of the attack.

7.11.3 Improvised Weapons

SECOND PARAGRAPH, RULES CLARIFICATION

Using a Two-Handed Melee Weapon as a One-Handed Melee Weapon is the same as using an Improvised One-Handed Melee Weapon. That is to say, an object weighing no more than 10 percent of the Character’s Manageable Weight can be used in one hand as a weapon.

7.13.3 Maneuvering and Handling

FIGURE 7-25, GAME ELEMENT CORRECTION

The MR Modifiers listed for the Current Velocity Factors are incorrect. The first five rows of the table should be replaced as follows:

- Max Velocity +8
- < 75% of Max Velocity +6
- < 50% of Max Velocity +4
- < 25% of Max Velocity +2
- Current Velocity of 1 +1

These are added to the Difficulty Factor giving you a total Maneuver Rating (MR).

MANEUVER RATINGS	
CURRENT VELOCITY FACTOR	MR MODIFIER
MAX VELOCITY	+8
< 75% OF MAX VELOCITY	+6
< 50% OF MAX VELOCITY	+4
< 25% OF MAX VELOCITY	+2
CURRENT VELOCITY OF 1	+1
DIFFICULTY FACTOR	
MANEUVER RATING	DR
SIMPLE MANEUVER	+4
ADVANCED MANEUVER	+10
EXTREME MANEUVER	+16
1–2	5
3–4	10
5–6	15
7–8	20
9–10	25
11–12	30
13–14	35
15–16	40
17–18	45
19–20	50
21–22	55
23–24	60

FIGURE 7-25



7.14.2 Nihilism

The last sentence of the paragraph should read “Nihilism Effects can be used to counter or undo Creation Effects.” rather than, “Salvation Effects can be used to counter or undo Damnation Effects.”

7.14.3 Wielding Proficiency Level

“It is important ot note that only...” should read “It is important to note that only...”

7.14.3 Producing an Effect

“Unlike Skills, which can be used untrained; the creation...” should read “Unlike Skills, which can be used untrained, the creation...”

8.4 Ascension

3RD PARAGRAPH, RULES CLARIFICATION

“At important Physis thresholds, characters gain additional abilities, known as Ascension Powers, at no additional CDP cost.” This is an oversight. There are in fact costs associated with each Level of Ascension as indicated in their descriptions.

8.4 Ascension Level 9

“Ascended Renewal Level 1” should read “Ascended Renewal Level 4”

9.4 Combat Equipment

RULES CLARIFICATION

Items that are listed as reducing reload times from a Full Action to a Half Action, i.e. Mag Clamp and Speed Loader, should reduce the number of Segments required to reload by half, rounding down.

9.5.3 Melee Weapons

RULES CLARIFICATION

Remember, using a Two-Handed Melee weapon is like using an Improvised One-Handed Melee Weapon. See section 7.11.3 for further clarification.

9.5.3 Two-Handed Chain Sword

GAME ELEMENT CORRECTION

The damage for the Two-Handed Chainsword should be 6d4 +1. Armor Penetration should be 3.

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