



QUICK START GUIDE



WELCOME TO ALPHA OMEGA!

ALPHA OMEGA IS A ROLE PLAYING GAME WHERE THE PLAYERS FIND THEMSELVES IN A RICHLY DETAILED, POST-APOCALYPTIC EARTH WHERE MANKIND STANDS ON THE BRINK OF EXTINCTION. OUR PLANET IS ABOUT TO BECOME THE BATTLEGROUND FOR OTHERWORLDLY CREATURES OF INCREDIBLE POWER AS THEY WAGE AN ANCIENT WAR. THE END OF TIMES SEEMS TO HAVE ARRIVED. ARE ANGELS AND DEMONS WALKING AMONG US, OR IS THERE A LARGER CHAIN OF EVENTS UNFOLDING? ALL IS NOT LOST...

ALLIANCES ARE FORMING AND MANKIND IS LEARNING TO EVOLVE AND UNLOCK ITS HIDDEN POTENTIAL...

HEROES ARE EMERGING...



Walled City

WORLD VIEW 1.0

You are about to enter a world built on the imagination of visionaries who pushed the limits of human ingenuity, and who stood fast in the face of Mother Nature's fire-full cleansing of the Earth. It is an exciting world, home to countless adventures, epic heroes, vile villains, and unimaginable monsters. It welcomes you, and urges your imagination to develop it further.

The world has been remade, cast from the fires of war, plague, and the vengeance of a long-abused

planet. It is a dangerous world, reclaimed by the primal forces from which it sprang and no longer subject to the will of humanity. It is a world stalked by monsters, marked by the gleaming towers of humanity's ingenuity, and home, once again, to the angels and demons of the ancient world-long forgotten, un-Earthly creatures of incredible power. Earth is a world shaped by incredible shifts in science, culture, and the environment.

The 21st century nation states are no more, and the human population on Earth has declined dramatically. Most of the planet's surface is wilderness, inhabited only by those brave, foolish, or desperate



The Badlands

enough to risk the terrors of the New World's nature. Known as Freezones, these incredible expanses of wilderness are pockmarked with the remnants and ruins of the Old World, evidence that humanity's reign over the natural world has ended.

Most Humans, and the other intelligent species with which they now share the Earth, have retreated into the Arcologies, massive city complexes scraping the very edge of space. The civilized world is controlled by powerful organizations spawned from the corporations, religions, criminal syndicates, and secret societies of the 21st century.



TECHNOLOGY & THE NET

2.0

Science and Living

Among all the hardship, wars, natural disasters, and disease, mankind never slowed developing new technologies to improve our life. Within the cities, breakthroughs in medicine and engineering allowed more people to live together. Some corporations and organizations took this to the extreme and built their own arcologies—self contained cities inside monstrous complexes. The advance of technology doesn't just touch every aspect of daily life—it touches life itself. State of the art cybernetics and genetic engineering have advanced to the point of creating custom humans and mobile sentient artificial intelligent beings.

Communications

Spread across the globe, tiny satellites creating swarms provide communication between individuals virtually anywhere on the planet. Small and ultra-portable, personal communicators, or P-comms, are ubiquitous and able to pass audio-visual and mixed data between individuals, computer systems, and a multitude of devices broadcasting their own datastreams.

The Net

Once just used to connect computers together across a vast network, the Net now interconnects a variety of systems and provides access to a seemingly limitless supply of information. Individuals can immerse themselves in the virtual reality of the Net to experience a multitude of new entertainment, training, and social interaction. Some things never change, and the proof of this is evidenced by the occasional hacker that can bend these virtual environments to their will for their own nefarious purposes.

So do not fear, for while the Wilds may be a place of darkness, the cities and arcologies of man are using technology to build a better and brighter future!

WIELDING

3.0

Wielding is the gathering and manipulation of universal energies to impose the user's will on the surrounding environment. Those able to accomplish this incredible feat are a rare and powerful breed known as Wielders. Their powers are the result of Innate ability, Arcane study, or Spiritual devotion.

Wielders can tap into and harness one or more sources of energy from the Alpha Omega Cosmology. These sources are Elemental, Energy, Void, Being and two special sources of Alpha and Omega. For the purposes of this Quick Start Guide, we will be using the Elemental source for our examples.

Unlike many of the wizards from fiction, Wielders do not need to memorize spells or read from large tomes to achieve their effects. Shaping the energies of the universe merely takes concentration to bend them to the Wielder's Intention. Intentions describe the purposes to which the Sources are shaped to create various effects. The possibilities are only limited by the imagination of the player and the GM. Some examples of Intentions are Agony, Creation, Control, and Salvation.

Agony is used to channel energies to inflict pain and damage upon living creatures. **Creation** can be used to create matter or energy where none previously existed. Most elements will dissipate when their duration expires, except fire, which will spread to combustible materials and continue to exist as long as fuel exists for it to burn. **Control** allows the Wielder to manipulate any element of matter or energy comprised of the chosen Source as if it were a puppet. **Salvation** allows for effects that create protective barriers around a target to protect it from damage of a similar type.

By combining a Source and Intention, the Wielder is able to perform amazing feats. The difficulty in doing so is determined by a number of factors. By



selecting the appropriate values for each factor of the effect, the Wielder (or GM) is able to determine how difficult it will be for the Wielder to bend his will to achieve the desired effect. The variables shown in this Quick Start Guide are:

- Area of Effect (AoE)
- Damage (Dmg)
- Duration (Dur)
- Number of Targets (NoT)
- Range to Target (RtT)
- Structural Integrity (SI)

While the wielding system is open ended and allows players to design their own effects, the Quick Start Guide limits the effects to the following examples for demonstration purposes:

- **CONTROL ELEMENTS (CONTROL):** Used to control any of the basic elements (earth, air, fire and water). The Wielder needs to concentrate during the duration to properly control the effect. If used to create a wall or barrier, the target can make a Strength Resist Check against the Wielder's ability to break through the barrier. $RtT + AoE + Dur$. Note that the element must already be in existence to attempt control, it does not include creating the elements needed. For that, see **Create Elements** below.
- **CREATE BARRIER (SALVATION):** Used to create a protective barrier to absorb damage from a specific Element. The barrier will last until the duration expires or the Structural Integrity is lost from damage. $RtT + NoT + SI + Dur$
- **CREATE ELEMENTS (CREATION):** The Wielder may create any of the basic elements (earth, air, fire and water). $RtT + AoE + Dur$
- **DAMAGE HEALTH POOL (AGONY):** Whether it is a fireball, blast of air, crushing stone, or drowning, Agony effects are used to damage and kill other living creatures. $RtT + (AoE \text{ or } NoT) + Dmg$. Note that by using either Area of Effect or Number of Targets, the same effect may be used to attack individual targets or a group of targets in a specific area.

See the Game Concepts section for more information on game terms used here and actually determining the outcome of a Wielding attempt.

THE EVOLUTIONARY WAR

4.0

We were never alone. This is the realization that came to mankind shortly before the Elim began to arrive again on our planet. Some believe it started with the prophecies of Ethan Haas in the early 19th Century, but they are way off. It is clear from various accountings of earlier civilizations that our ancestors may have mistaken the Elim as angels and demons among us during their last conflict. The Elim have been coming to Earth for thousands of years.

None but themselves know why or how, but every so often, they gather upon our planet and wage their war upon each other. A few were left behind to keep watch and prepare for the return in times to come. Those who were left behind went to ground, disguising themselves in order to live among us. Some forged alliances and even romantic relationships with humans, their offspring becoming the half-breed species of the Nephilim. Others decided to use their power to gain influence and ultimately decided to abandon their original assignments and missions.

When they were last here, mankind had not advanced much beyond a basic agrarian culture. Our cities were little more than clay and wood, and our weapons were limited to simple spears and bows. Men were used as slaves and pawns to perform the bidding of the Elim, both Seraph and Ophanum. But now, they have arrived to find the state of mankind much more advanced than they would have believed. Huge arcologies containing thousands of people, hand held weapons such as lasers and plasma rifles could be carried by virtually anyone, and the mere knowledge of nuclear energies was enough to stop the Elim in their tracks.

This time would be different. This time they would need to bargain with the humans—they would



Clockwise from top, left:
Lesser Grigori, Human, Annunaki

need to enlist their aid in their war. The question was, would we fight alongside them, or fight against them for our own planet?

CHARACTER SPECIES

5.0

The world of Alpha Omega is inhabited by a diverse cross-section of humanity, Evolutionaries, and others. In all, ten major sentient “species” have been identified and recognized by the sociologists and scientists of the era. Represented in these rules is only a sampling of the species available to players, as well as their abilities, access to various genetic mutations, technology, and other features which are only a glimpse of what can be achieved through character creation.

Players may choose a species to personalize the character template provided at the end of the rules for use in the starter adventure, *Extermination!* Follow the descriptions for guidelines on what each species may change on their character to make it unique. All players should first read over the rest of the sections in this Quick Start Guide in order to understand how skills, wielding, and other concepts work before making the required changes to their character.

Human

Humans are still the dominant and most abundant intelligent species on Earth. They are the most adaptable and innovative among the sentient races, and are unmatched in their ability to master and employ skills. They suffer very few drawbacks. Humans may access Arcane Wielding.

If you wish to play a Human character, add 30 points to your skills. You may not add more than 3 points to any skill.

Remnant

Remnants are the most physically diverse of the Terran species in 2280. Although they were once human,



HUMAN



REMNANT



NECROSI

Remnants have been altered and mutated by centuries of exposure to nuclear fallout and direct contact with horrific weaponry as the world erupted into war. Due to their exposure, many of the Remnants began to develop in extraordinary ways. Some gained superhuman strength while others developed bizarre mutations such as the ability to breath underwater. Remnants are commonly found living throughout the Freezones, banded together in small communities for survival. Some, however, have left the Wilds to find a better life in the cities. Remnants may access either Arcane or Innate Wielding.

If you wish to play a Remnant character, add 25 points to your skills. You may not add more than 3 points to any skill. Because of your race's prolonged exposure to toxins and radiation, select one of the following:

- Add 2 points to your physical Core Quality (Strength, Agility, Conditioning). You may add both points to one physical Core Quality if desired.
- Add a beneficial mutation:
 - » *Infravision*: Allows the character to see outlines of objects or living things that radiate varying amounts of heat up to 100m.
 - » *Nervous System 1*: Grants the character a +2 bonus to Detection and Reaction Checks.

Necrosi

Due to prolonged exposure to strange meteor fragments scattered about their underground metropolis, the Necrosi were unknowingly exposed to gene-altering radiation. Their genetics became altered enough to no longer be considered human. With pale skin, superhuman hearing and low-light vision, these gothic

apparitions have devoted their lives to education and painful physical training. Pain is central to their entire culture—art, entertainment, and social customs all reflect this and it is evident in their appearance. They also have a fascination with death and many become powerful necromancers. Necrosi can access Arcane Wielding.

If you wish to play a Necrosi character, add 4 points to your physical Core Quality Scores (Strength, Agility, Conditioning). You may not add more than 2 points to any single Quality. Add 20 points to your skills. You may not add more than 2 points to any skill. Because of your race's prolonged exposure to meteor radiation, you also receive the following racial abilities:

- **LOW-LIGHT VISION:** This allows the character to see as if it were normal daylight with just minimal lighting available.
- **IMPROVED SENSE (HEARING):** The character receives a +2 to any Detection checks involving hearing.

Bio-Engineered

Bio-engineered are genetically engineered reproductions of humans originally created for military service and labor intensive tasks, including mining, maintenance, and waste management. Because of their manipulated DNA, they have developed aptitudes in skills necessary for their assigned function. They recognize these strengths and weaknesses, and therefore do not waste time improving Qualities or skills which have no bearing on their specializations. Bio-Engineered cannot Wield.

If you wish to play a Bio-engineered character, first determine which type of DNA Design fits your needs—choose from a Combat Design or a Labor Design. Both Designs receive Low-light Vision, which allows the character to see as if it were normal daylight with just minimal lighting available.

- For a Combat Design, add 4 points to your physical Core Quality Scores (Strength, Agility, Conditioning). You may not add more than 3 points to any single Quality. Add 20 points to the skills listed below. You may not add more than 4 points to any skill.

COMBAT SKILLS: Climbing, Detection, Grapple, One-Handed Melee, Pistols, Throwing, Tumble, Unarmed Melee

- For a Labor Design, add 4 points to any of your Core Quality Scores. You may not add more than 3 points to any single Quality. Add 20 points to the skills listed below. You may not add more than 4 points to any skill.

LABOR SKILLS: Climbing, Detection, Electronics, Mechanical Technologies, Structural Technologies, Throwing, Tumble

Artificial Intelligence

Occasionally referred to as androids, most AI in 2280 are “free floating” intelligent machines built in the image of humankind and designed to be an integral part of the human world. The “consciousness” of an AI is a bio-neural matrix. It is home to the AI's cognitive functions, memories, experience, personality, and all other aspects of a consciousness that makes it unique. It is also directly connected to the power source with which the AI was “conceived” and therefore prevents it from being simply transferred to another AI body, storage device, or network of any kind. An AI cannot Wield.

If you wish to play an AI character, you may adjust any of your Core Quality Scores as you wish by redistributing the points from one Quality Score to another. Each Quality Score must not drop below 9. The same may be done with Skills, although no Skill may drop below a 1 and may not be greater than 6. In addition, AI characters do not require sleep, food, water, or oxygen. They are immune to disease and poison.



ARTIFICIAL INTELLIGENCE



BIO-ENGINEERED

Nephilim

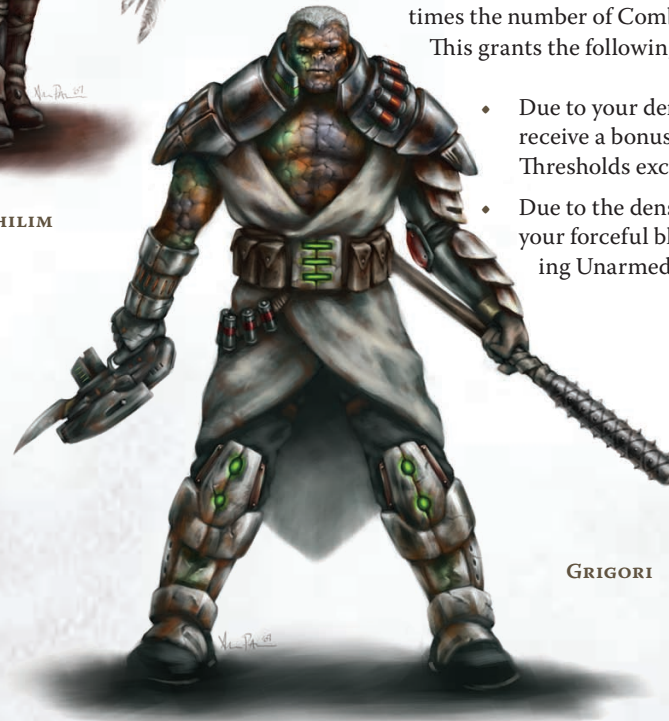
The Nephilim are the result of breeding between any Terran and a Seraph or Ophanum. Although the physical appearance of a Nephilim is not as other-worldly as their Elim parentage, they have at least one visible sign of their heritage. Nephilim are usually extremely tall, averaging 2.4m in height. As Evolutionaries, they have achieved Ascension. This allows them to sleep lightly, granting a +2 to any Detection Skill Checks for determining if the character is awakened by surrounding movements and/or noise. They are also immune from basic diseases and poisons. Their eyes are able to perceive the heat given off by objects and living beings, as well as in darker areas or at night when there is minimal lighting. Nephilim can access Innate Wielding.

If you wish to play a Nephilim character, add 9 points to any of your Core Quality Scores. You may not add more than 3 points to any single Quality. You may also select one of the following Elim aspects to reflect your heritage:

- **EYES:** You may have mirrored, solid black or white eyes. Alternatively, you may choose to have them glow white, yellow or red. Most humanity find looking into these eyes very disturbing and intimidating.
- **HORNS:** Those with Ophanum blood may have 5cm horns which inflict 1d4+2 damage in Unarmed Melee combat.
- **TAIL:** Only those with Ophanum blood may have a 1m tail which grants +2 to Tumble Skill Checks and Ability Resist Checks.



NEPHILIM



GRIGORI

Grigori

The Grigori are the products of Seraph and Ophanum bioengineering. As such, their appearance is as varied as the tasks for which they were created. They typically act as soldiers and servants. Some Grigori have the ability to State-Shift, enabling them to manipulate an aspect of their physical, emotional, or mental state, and in some cases, the state of those around them. Grigori are able to access Innate Wielding.

If you wish to play a Grigori character, add 20 points to any Core Quality Scores (except Intelligence and Charisma). You may not add more than 5 points to any single Quality.

When desired, you may use your ability to State-Shift by increasing your body's density for a short while. State-Shifting your density requires a Full Round Action and costs Endurance equal to three times the number of Combat Cycles you wish to use it.

This grants the following effects:

- Due to your dense unyielding skin, you receive a bonus of +3 to all Damage Thresholds except Void.
- Due to the density of your bones and flesh, your forceful blows deliver +6 Damage during Unarmed Attacks.

EQUIPMENT

6.0

In order to survive the rigors of the world, characters need various equipment such as armor, weapons, survival gear, medical supplies, sophisticated electronics, and vehicles. Following are some items which characters will find useful for completing the tutorial adventure, *Extermination!*

Light Armored Jumpsuit

Armor and protective equipment prevents the wearer from a degree of damage caused by weapons or environmental effects that would otherwise threaten their lives. The light armored jumpsuit offers a fantastic base level of protection against a variety of Damage Types. When worn with matching gloves, boots, and helmet, an individual is ready for virtually anything they might encounter in the city sewers.



Helmet

Helmets provide lightweight protection, and although they offer no tangible measure of protection in terms of game mechanics, they should be taken into consideration when warranted. For example, a helmet can save a character from exposure to environmental factors or falling debris.

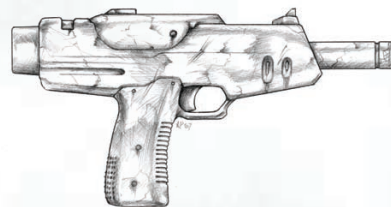
The helmet includes a Communications Array with video camera and internal and external microphones, enabling the wearer to transmit and receive audio/video signals to and from their team members

up to a 5 kilometer range in ideal conditions. Note that sewers are not considered ideal conditions!

The helmet also contains an integral electronic lantern centered just above the faceplate. The light has a standard operating range of 20 m (65.6 ft) and illuminates a cone up to 2 m in diameter at the end of its reach. This allows the wearer to see in darkness without having to carry and hold a flashlight.

Patch: Regen

Regen Patches deliver regenerative medication to the patient within seconds of application. Regen Patches stimulate cellular regeneration and provide their wearer with a quick burst of healing. The effects are virtually instant, and when applied, the patch returns 1d8 Health Pool Points to the wearer. No more than three Regen Patches may be applied in a one hour period without risking cardiac arrest and other organ failure due to excessive strain on the body's normal processes. Your character is carrying 5 Regen Patches.



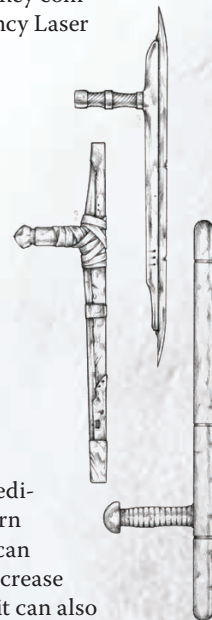
Promethion High Efficiency Laser Pistol

- **SKILL:** Pistols
- **WEIGHT:** 1.5 kg (3.3 lb)
- **DAMAGE:** 1d12
- **AMMUNITION:** 44x22 mm High Efficiency Power Cell
- **MAGAZINE:** 40 rounds per Power Cell
- **RELOAD TIME:** 4 Segments

- **RATE OF FIRE:** Semi-automatic: 3 rounds/Segment
- **MAX RANGE:** 30 SIM
- **SPECIAL:** Energy Damage
- **DESCRIPTION:** The development of the Promethian High Efficiency Laser Pistol is shrouded in controversy. Dr. Philip Morrison—a pioneer of photonics for Nortec Industries—misplaced a data drive containing the plans for a high-efficiency mining laser. Unfortunately, his mistress stopped all contact with him the day before he realized the drive was missing. He never spoke of the theft. Although Morrison was the leader in the field, Promethian shocked the scientific community when they commenced sales of the High Efficiency Laser Pistol. Comes complete with a standard holster to conveniently and safely hold the pistol along the user's waistline.

Tonfa

- **SKILL:** One-Handed Melee
- **WEIGHT:** 0.9 kg (2 lb)
- **DAMAGE:** 2d4
- **MAX ATTACKS/SEGMENT:** 3
- **RANGE:** 1 SIM
- **DESCRIPTION:** The Tonfa is believed to have originated in medieval Japan as a handle used to turn millstones. Although the Tonfa can be used as a solid extension to increase the length and force of a punch, it can also be spun to increase the reach of its user.



GAME CONCEPTS

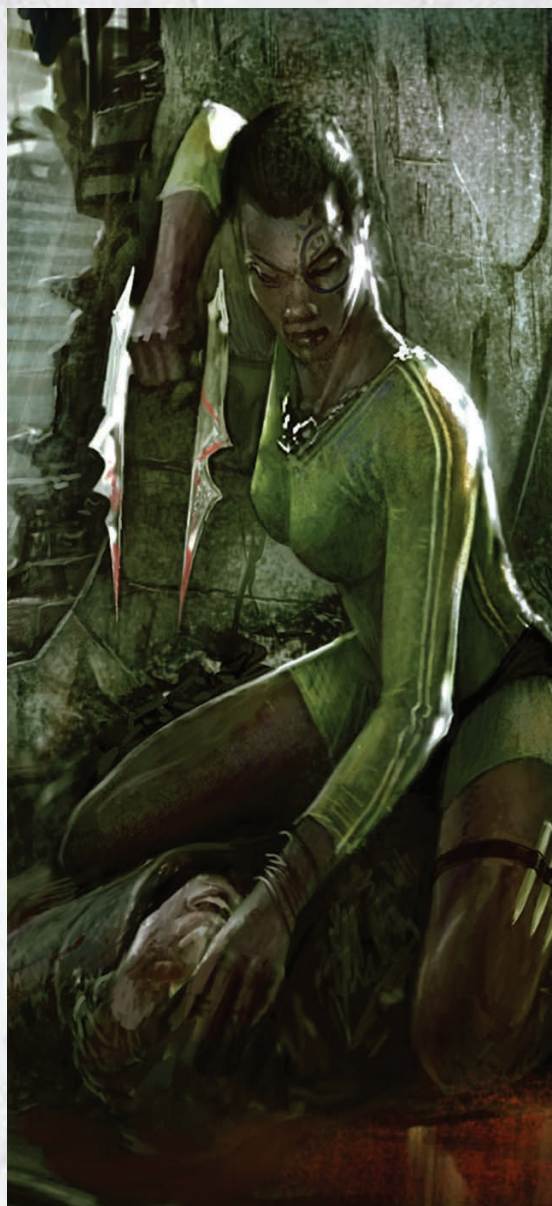
7.0

Now that you have had a chance to learn a little about the world of Alpha Omega, the various species, and the technological marvels available, it's time to learn a little about the mechanics behind the game itself. There are three major areas to consider when learning about Alpha Omega, the role playing game. The next section, **Player Characters**, describes how to read your character sheet to learn the statistical values and dice requirements needed to perform various actions. Following that, you will uncover more about the 6-6 System and learn the basics needed to play the game using your character. Finally, Alpha Omega is a dangerous world full of conflict, and the last section details how the 6-6 System is used during combat situations. After reading over these sections, you should be able to jump right into **The Next Step**. If things are still unclear, then **The Complete Picture** should help by putting it all together and demonstrating some examples through a sample dialog between a GM and players.

Player Characters

Take a look at the sample character at the end of the Quick Start Rules. You'll see that the sheet consists of six major areas. Qualities are on the right hand portion of the sheet. Qualities determine the physical and mental attributes of the character. For each Quality, there is an associated Quality Score ranging from 1 to 100. Next to that is the associated Dice Pool for that Quality Score. These Dice Pools are very important, as they are used in virtually every situation—they are one of the core concepts of the 6-6 System.

Core Qualities are purchased during the creation process, but for purposes of this Quick Start Guide, you will have a certain number of points to reassign depending on your character's species. Secondary Qualities are determined by averaging



various Core Quality scores. Athleticism is determined by the average (rounded up) of Strength and Agility. Physical Acumen is the average of Agility and Conditioning, and so forth. Presence is the average of Charisma and Strength.

Once you have determined the final values for your Core and Secondary Quality Scores, find them on **Figure 1—Quality Scores and Associated Dice Pools** to determine your dice pool values, which should be notated in the appropriate areas for Qualities and Skills. For instance, an Athleticism of 15 has a Dice Pool of 1d6, 5d4 and should be written next to Athleticism and any skills that reference it, such as Unarmed Combat.

This section also indicates the character's Movement Rates and Armor Thresholds. All movement in Alpha Omega is expressed in Square/Inch/Meters, or SIMs. When distances are evaluated, each square is one inch when using miniatures, and reflects one meter in the real world. The listed Movement Rates indicate how many meters (or squares or inches) the character may move for the specific type of Movement. The Armor Thresholds table reveals the degree of protection provided against each type of damage listed. Protection against bullets is based on High Speed Kinetic armor while an attack by a sword would be stopped by sufficient Melee Kinetic armor. Your GM will indicate what type of attack you need to protect against.

Along the top of the sheet are the character's vital statistics such as his/her name, height, weight, etc. More important are the character's Health Pool and Endurance Pool. These statistics determine how much damage your body can take before you drop from trauma or exhaustion.

To the right of the Quality Scores are the various Skills that the character has become proficient with. For each Skill, a number is listed. This is the level of the Skill and is added to any Dice Pool rolls

when attempting to use that Skill in a Success Check, explained further on the next page.

If the character has the ability to perform Wielding, the Source and Intention Ranks should be added here as well. Write down your Source (Elemental) and Intentions (Agony, Control, Creation, and Salvation) after your other Skills. You may divide 10 points among your Intentions and have 5 points for your Elemental Source.

Below the Skills are any Special Abilities, Genetic Mutations or other advantages that a character may have such as Low Light Vision or Horns. The next column lists the gear that your character is currently carrying and the last column is provided for you to write any notes, background and description or even create a sketch of your character.

The area along the bottom of the character sheet shows the various weapons that the character normally carries, along with the specific information on range, damage, and other factors.

Together, all of these features paint a portrait of the character and provide the information needed to role play the character in a variety of situations.

The 6-6 System

At the heart of Alpha Omega is the 6-6 System. The system creates a set of base concepts upon which all the other rules of the game are based. Basically, time during stressful situations such as combat is broken down into Combat Cycles. Each cycle is a six second interval, divided into six equal segments (1 second each). Participants in any Combat Cycle during an encounter are allowed to have Actions based on their Quality Scores. The participant may only use a total of six dice for all their Actions during a Combat Cycle, at the end of which their access is reset to six. These six dice are determined by the participant's Dice Pool, which is also associated with their Quality Scores, depending on which Quality is being used. The higher

the Quality Score, the higher the value of the dice in the Dice Pool, to a maximum of 6d20 for a Quality Score of 100. During a participant's Active Segment, they may be required by the Game Moderator (GM) to make Success Checks based on the type of action the participant wishes to perform.

Success Checks are undertaken any time an Action with the potential for failure is initiated. Success Checks may be attempted for Quality Checks, Skill Checks, Resist Checks, or Wield Checks. Each Attempt is made against an established Difficulty Rating, or DR. If the participant rolls the appropriate dice from their Dice Pool and the total equals or exceeds the DR, the Attempt is successful. The DR is determined based on the difficulty of the task as determined by the GM. In some instances, a participant may attempt an activity against another by resolving an Opposed Success Check; they must both roll Success Checks, with the highest roll being the winner.

Quality Checks require the participant to select from their (remaining) six dice from the appropriate Dice Pool, roll and find the combined total. Reaction Checks, however, always use all dice listed, regardless of the remaining dice in the character's Dice Pool. Add (or subtract) to this any situational modifiers imposed by the GM, and then compare this new total against the DR.

Skill and Wielding Checks work in a similar fashion. After selecting dice from the appropriate Dice Pool and rolling a total, the participant then adds any Skill Ranks. The situational modifiers are then applied and the final total compared to the DR. For Wielding,



RESOLVING A SKILL CHECK

- 1) Select dice from Dice Pool
- 2) Roll dice and determine total
- 3) Apply any situational modifiers
- 4) Compare to Difficulty Rating (DR)
- 5) If attempt is equal or greater than DR, Skill Check was successful

the Source and Intention Ranks are used instead of the Skill Ranks (see Wielding).

Success Checks are summarized as follows:

SUCCESS CHECK = DICE POOL + SKILL RANKS + SITUATIONAL MODIFIERS



Abominations, *The Encountered*

Once you understand this simple formula, you can have your character perform just about any task imaginable!

Resolving Combat

Now that you've seen how the core of the 6-6 System works, you can try to tackle a more in-depth and practical example: *combat*!

The 6-6 System uses the same core mechanic for resolving combat. Attacking an opponent is resolved using an Opposed Skill Check. However, in the case of combat, the Difficulty Rating is based upon the opponent's Defense Rating. Combat in Alpha Omega is also subject to a lot more situational modifiers than a normal Skill Check. For the purposes of this Quick Start Guide, we are going to keep such

RANGED COMBAT always results in a +8 modifier to the DR. This is because it is more difficult to hit a target at range due to the increased variables between the attacker and opponent.

COMBAT RESOLUTION

- 1) Determine Attack Attempt

 - a) Roll Dice from Dice Pool
 - b) Add Skill Levels with method of attack
 - c) Apply any situational modifiers
- 2) Determine Defense Rating of Opponent

 - a) Base DR from opponent's statistics
 - b) Apply any situational modifiers
- 3) Compare results—Attacker equal or greater than DR succeeds

modifiers to a minimum—just enough to give you a taste of what you can accomplish with the system. As mentioned, the 6-6 System only allows the use of six dice during a Combat Cycle. We will cover this core concept in more detail now.



Starting Combat

Combat begins when two or more opponents come into contact with each other and desire to use force to resolve any issues between them. Both sides must determine the order in which they will resolve combat actions during the upcoming Combat Cycle of six seconds in length. This is done with a Reaction Check. Since the opponents have not yet officially entered a Combat Cycle, each opponent will roll all the dice in their Reaction Dice Pool, add together the results of the dice, as well as, any modifiers, to determine the final result. This is your character's Reaction Score, and is used to decide which character or creature goes first in any given Segment. Those with the highest Reaction Scores are able to act first, while those with lower Reaction Scores must wait until the others have resolved their actions. Note that Reaction Scores are

only important when there is more than one character or creature acting on the same Segment.

Active Segments and the Combat Cycle

You'll note on your character sheet in the upper right corner the Active Segments for your character. These are the Segments during a Combat Cycle that your character can normally perform an attack or attempt to use a skill. During the other Segments, your character is unable to perform any actions, including dodging out of the way of an attack. When a Segment occurs which your character is able to act, the GM will start with the character or creature with the highest Reaction Score and resolve actions for each character or creature in descending order. This ends the current Active Segment, and action then follows with the next Active Segment and the highest Reaction Score once again. Once all six Segments have been resolved, the

Combat Cycle has completed and the Dice Pool resets. A new Combat Cycle is then started, with everyone involved performing a new Reaction Check to determine their Reaction Score for this Cycle.

Turns and Actions

When the GM indicates that it is your Active Segment and Reaction Score, it is said to be your Turn. During your Turn, you either declare an action to be performed by your character, delay any actions in anticipation of some event, or even passing up your action if you cannot decide what you would like to do.

Actions can be Free Actions, Half Actions, or Full Actions. Free Actions take no time and can be performed at any time during your Turn. Ejecting a magazine from a weapon, shouting a command, or running are all considered Free Actions.

Half Actions are more involved, but still only take about half a second. A character can perform two Half Actions during a Turn. A Half Action can be used to move half of your Movement Rate, with a minimum of 1 SIM. You can also perform an attack with a Half Action, although only half the maximum number of attacks can be attempted. You can always perform at least one attack. Half Actions may also be used to perform simple skills or maneuvers, such as brushing aside a chair as you move past it. Half Actions may be attempted in any order—you can move first and then attack, or vice versa.

Full Actions require the entire Turn to perform. A Full Action used for Movement allows the character to move the full distance as displayed for that Movement Rate. Using a Full Action for combat allows the character to attack up to the maximum number of attacks for that weapon. Full actions are also used for performing Skills under combat situations.

Delaying an action allows the character to wait until later on in the Segment, hoping for a more advantageous attack, better positioning, or waiting for a specific event to resolve. This waiting, however, incurs a -3 penalty for any action the character takes that Segment.

Combat Resolution

So, now it's come your turn, and you want to attack or perform an action while in combat. After you have declared your action and focused on your target, you will need to determine how many dice from your Dice Pools to use for that action. Remember, in the 6-6 Combat Cycle, you may only use a total of six dice for resolving all actions. If it is Segment 3 and you use all six dice for one attack, then you will have no dice available to assist you should you be attacked in Segment 5 by an opponent, nor to help with any attacks or Skill Checks during your next Active Segment on Segment 6!



DETERMINING DAMAGE TO AN OPPONENT

- 1) Roll damage as per method of attack
- 2) Apply any modifiers
- 3) Subtract the opponent's Armor Threshold
- 4) Subtract remainder from opponent's Health Pool

Roll the number of dice you have selected from your Dice Pool. Regardless of how many dice you may have rolled earlier in the Combat Cycle, you always roll your best dice as part of your Dice Pool. Add the values of the dice together and then add in any Skill Ranks you have with that method of attack. Finally, apply any modifiers the GM allows. Modifiers may be positive, increasing your chance for success, or negative, reducing them. Having a laser sight on a pistol bestows a +1 modifier to the character using the pistol to attack is an example of a modifier. One special note is that ranged combat (i.e. shooting a gun) always incurs a +8 modifier to the DR. Once you have applied all the modifiers, this final number is your Attack Attempt.

The Attack Attempt is then compared to the opponent's Defense Rating. The GM may apply various modifiers to the opponent's Defense Rating as well, coming up with an adjusted figure.

If your Attack Attempt is equal to or greater than the opponent's modified DR, you successfully hit! Now you must determine the amount of damage to the opponent's Health Pool has been done.

Damage

Once you've determined that you've hit your opponent, you need to calculate the amount of damage you have done. This is mitigated by Armor Thresholds depending upon the armor, if any, the opponent is wearing. Note that creatures have inherent Armor Thresholds that work the same way as a suit of protective armor.

But first, each weapon or attack lists the amount of damage, followed by the type of damage, it causes. The appropriate dice are rolled and added together, along with any modifiers listed or granted by the GM. This is the maximum amount of Damage that can be delivered to the opponent.

As mentioned, armor can protect your opponent from this damage. The appropriate Armor Threshold is used based upon the type of attack. Most

ranged weapons such as pistols and rifles do High Velocity Kinetic damage, and therefore you would use the value for High Velocity Kinetic in determining how much protection is provided by the armor. The figure listed in the Armor Threshold table on your opponent's statistics is subtracted from your total Damage. The armor has negated that damage and prevented it from affecting your opponent. Any remaining Damage is then applied directly against the opponent's Health Pool. Once their Health Pool has reached zero, the opponent is knocked unconscious and may be bleeding to death.

Wielding

The theories behind Wielding were covered earlier in this guide. This section covers the specifics of the game mechanics behind Wielding when performed during combat. As with any other weapon or method of attack, Wielding is simply the application of the Source and Intention for a desired effect. Unlike other methods of attack, Wielding is resolved using specific variables to determine the final DR of the Wielding attempt.

Each time a Wielding effect is attempted, the player and GM must resolve which variables are to be used to determine the DR for the character. These variables take such things into account such as the range to the opponent, number of opponents, area of effect, and more. The character then determines the proper Dice Pool to use based on the Source and the associated Quality Score. For instance, the Elemental Source is tied to a character's Conditioning Quality Score.

The Wielding Check is therefore comprised of the total from the Dice Pool roll and the character's Ranks in both Source and Intention. This is compared to the DR created from the various aspects being attempted by the character as shown in Figure 2 at the end of this guide. As with other Skill Checks, if the Wielding Check equals or exceeds the DR established



Forsaken Afflicter, 6.7.4—*The Encountered*

by the variables, the Check is successful and the effect goes off. Note that Wielding is a Full Action.

Successful Wielding Checks result in the desired effect being performed. For Wielding Checks involving Damage, the Damage Dice (Dmg) were already determined when the variables for calculating the DR were selected. These Dice are now rolled and totaled to reflect the maximum possible Damage to the opponent. The opponent then applies the appropriate Armor Threshold to reduce this damage, and as usual, the remaining amount is subtracted from the opponent's Health Pool.

NOTE THAT when Wielding, you cannot be moving and must be able to see, speak, and gesture.

BASE DAMAGE/HEALING is equal to your Source Ranks. This is added to all Dmg/Hlg rolls.



Phase Render, 3.7.6—The Encountered

THE COMPLETE PICTURE

8.0

Now that you've covered the basics of the 6-6 System, follow along as our Game Moderator (GM) Terry holds a session with his players Alex, Burke, and Chris. Their characters are investigating some strange activities around the city...

TERRY: *OK, now that we're back from our break, we see that Anderson, Alex's character, has taken the lead in the hallway ahead of Baker, Burke's character, and Caruso, the character played by Chris. Anderson, Baker, and Caruso are all new to the city guard, and are excited to have been assigned their first investigation. Feeling the tension in the air, Anderson turns a corner and comes upon a closed door. It's wooden, but looks very solid. There is a standard key lock above the door knob, securing the door's deadbolt. What do you do now?*

ALEX: *Well, Anderson doesn't like surprises, so he's going to listen at the door to see if anyone, or anything, is moving around inside.*

CHRIS: *Good idea! Caruso will keep an eye out along the hallway in case this turns out to be a trap!*

BURKE: *Naah, we've already been down that hallway—any danger will be in front of us! Baker will prepare for any combat that may arise.*

Listening at a Door (Skill Check)

TERRY: *Great! Anderson moves closer to the door and places an ear along the worn, wooden surface. Alex, please give me a Detection roll, based on hearing! Chris, you also need to give me a Detection roll, but this one is just a general roll. Burke, you'll be holding your action*

in regards to combat, so I'll give you a +2 bonus to your Reaction Check for any surprises that may pop up.

ALEX: Terry, Detection is based on the Wit Quality, and my Wit of 16 means that I have a Dice Pool of 2d6 and 4d4. Since I am a Necrosi, my Improved Senses (Hearing) grants me a +2 bonus towards any Detection (Hearing) Skill Checks. I rolled my entire Dice Pool and received rolls of 3-4-2-2-3-1, that's a total of 15, plus two more for my bonuses, for a 17. Since I have four ranks in the Detection Skill, I also add that, for a final total of 21.

TERRY: Burke, how did you do?

BURKE: I only have a Wit of 14, so my Dice Pool is 1d6 and 5d4. I rolled a 5 on the d6, plus a 1-3-2-1-2, or 14 all together. I only have two ranks in Detection, so my final total is 16.

TERRY: And Chris? How about you?

CHRIS: My Wit is 15, which also has a Dice Pool of 1d6 and 5d4. My rolls were 4, plus 2-3-3-4-3, for a total of 19. My Detection Skill has five ranks, so my Detection Skill Check is a 24.

TERRY: Anderson is listening at the door, and hears some male voices. You only needed a 15 to hear them since they are talking rather loud, so with your 21, you can also tell that there are three men, apparently playing cards. Caruso is farther from the door and not directly listening, so he would have needed a 25 to hear the men—Chris, you just missed by one point, so your character doesn't hear anything unusual.

Picking a Lock (Skill Check)

ALEX: Anderson is going to tap Baker on the shoulder and motion to both him and Caruso that he hears four

men playing cards. He'll step out of the way and motion for Caruso to take a crack at the door's lock.

CHRIS: I move forward and slip my lockpicks out of my boot pocket. How do I pick the lock?

TERRY: Caruso takes a look at the lock and sees that it is a pretty standard model that he's worked on before. He'll need to use his Defeat Security Skill to open the lock.

CHRIS: What Dice Pool do I use?

TERRY: Take a look at your character sheet, you'll see that Defeat Security is based on the Physical Acumen Quality Score.

CHRIS: OK, I see that now. So I'll use all my dice again, and my total is 18. I have a six in Defeat Security, so that's a 24.

TERRY: You work the lock and after a few seconds, you're rewarded with the feeling of the tumblers slipping into place.

Breaking Open the Door (Quality Score Check)

CHRIS: Great! I nod to Anderson and draw my pistol as I step aside.

ALEX: Since Baker is the strongest of us all, I'll motion for him to break open the door as I draw my pistol.

BURKE: Baker stands before the door, and with a mighty kick, breaks open the door!

TERRY: Not so fast! Give me a Strength Quality Check by rolling your Dice Pool for Strength.

BURKE: OK, I have a Strength of 17, so my Dice Pool is 2d6 and 4d4. <rolls> Uh-oh, my total is only an 11.

TERRY: Tough break! You needed a 15 or better to break down this solid door. What do you want to do now?

BURKE: Can I back up a little and rush at the door?

TERRY: You bet! With your extra momentum, I'll give you a +5 bonus to your Strength Quality Check. You will, however, continue and find yourself in the room at the end of your Turn.

BURKE: OK, let me see <rolls again> Much better! And with the +5, my total is a 28!

TERRY: Congratulations! Bam! Baker's huge frame comes barreling into the door, the force blowing the door off its hinges. The door falls to the floor, and Baker stumbles into the room. The three men, hearing the disturbance the first time, are all waiting with their weapons drawn. They don't seem pleased with the interruption of their card game!

Starting Combat (Reaction Checks, Combat Cycle, Resolving Combat)

TERRY: You have now initiated combat, and we'll start off by having everyone roll a Reaction Check. Use your listed Dice Pool for Reaction, roll and total the dice, and add any modifiers you might have due to your race, special equipment, or anything else. I'll determine the Reaction Checks for your three opponents. Alex, I'll start with you and go around the table.

ALEX: I rolled and added everything up and got a 17.

BURKE: I have a 12.

CHRIS: And I have a 19.

TERRY: OK, we're starting the first Combat Cycle, and we're on Segment 1. Does anyone have an action on Segment 1?

BURKE: No, our Active Segments are 3 and 6.

TERRY: OK, we'll just skip right to Segment 2 then—one of the men seems a little faster than the others. He steps to the right for a couple of meters and fires off a shot at Baker, who is recovering from his stumble. Since he is the only one performing an Action this Segment, there's no sense going through the Reaction Order. So, this man, we'll call him Sticks, decides to use three dice from his Dice Pool. Since he's going to fire a pistol, he uses the Dice Pool listed for Physical Acumen, which is $1d8 + 5d6$. He has five Skill Levels in the Pistols Skill. He's using the $1d8$ and $2d6$ <rolls dice> to generate a 6 and 4 and 3 respectively—adding them together gives him a 10. Since he was expecting the door to open and aimed his pistol in that area, I'm going to give him a +1 bonus to attack Baker. A dice roll of 10, plus the +1 modifier, plus five for his Skill Levels gives Sticks a total Attack Attempt of 19. What's Baker's Defense Rating?

BURKE: A nine...but Baker was moving pretty fast through the door!

TERRY: OK, fair enough, I will apply a modifier of +2 for his abrupt entrance. Remember that the DR for Sticks also requires a +8 modifier for ranged combat. That puts Baker at a 19, and Sticks rolled a 19—Sorry Baker, ties go to the attacker—you've been shot.

Damage and Armor (Damage, Armor Threshold)

BURKE: Darn it! OK, Baker is wearing his armored jumpsuit, what does that do for me?

TERRY: Well, first I need to see how much damage Sticks did with his pistol. The listing for the weapon



Flamestrider, 3.9.2—The Encountered

states that it does $1d8 + 1$ damage. Since it's a pistol, the Damage Type is going to be High Energy Kinetic. <rolls dice> I rolled a five, so with the plus one, it becomes a six. Now, your armored jumpsuit has an Armor Threshold of two for High Energy Kinetic. That means the armor successfully stops the first two points of damage, but the other four points gets through. You'll need to reduce your Health Pool by those four points.

Continuing the Combat Cycle

TERRY: Now that Baker has taken a bullet to the side, we'll move on! OK, now we're on Segment 3, and all three of you will go, as will two of your opponents. Caruso has the highest Reaction Score with a 19, so he will go first, followed by Anderson with a 17, and one of your opponents who we'll call Ronny has a 16, so he'll go next. Ricky, the other opponent, has a 14, and Baker

will finish out this Segment with a 12. So Caruso, take it away!

CHRIS: Caruso is going to duck in the doorway and shoot at Sticks. I have a five in Pistols and it says Physical Acumen. My Physical Acumen has a Dice Pool of $4d6$ and $2d4$. I'm going to go ahead and roll just three dice—do I use the $d6$ s or the $d4$ s?

TERRY: You always use the highest dice types available, so you will roll $3d6$ and add your five Skill Levels.

CHRIS: OK, that gives me a total of 16.

TERRY: Great! Sticks has a Defense Rating of 8, plus the +8 for ranged combat makes your DR a 16—you hit!

CHRIS: Cool! My character sheet shows that my pistol does $1d8 + 1$ Damage. <rolls dice> I do four points of damage.

TERRY: *Caruso leans in from the hallway and shoots Sticks in the upper thigh. That would be painful, but Sticks has some armor there, and simply grunts from the pain. His Armor Threshold of 1 for High Velocity Kinetic reduced your bullet's damage to three, which I've subtracted from his Health Pool. Anderson?*

ALEX: *Anderson is going to rush into the room, guns ablazin'!*

TERRY: *Who are you going to attack?*

ALEX: *Let's go with Ricky. I'm sure his mother told him what would happen if he played with guns!*

TERRY: *<laughs> OK, what you want Anderson to do is take a Half Move Action to run into the room and then a Half Attack Action to fire your gun. Since you are running in, it will make it harder for you to hit Ricky as you try to shoot him while running. However, because you are running, it will also make it harder for Ricky and his pals to hit you! Go ahead and determine your attack—your running will add four to the DR, in addition for the +8 for ranged combat, so you know you're already 12 in the hole.*

ALEX: *Hmmm, OK, I'm going to use all my Dice Pool! My total from the dice, plus my Skill Level, gives me an 18.*

TERRY: *Ohhh, sorry Alex—Ricky's DR was an eight, and with the modifiers I told you about earlier, makes your DR an even 20. You missed. Worse yet, you're now standing in the room next to Baker and have used up all six of your allowed dice for the Combat Cycle. That means it will be tough to defend yourself! Now it's my turn for Ronny and Ricky.*

Both of them are going to fire their pistols at Baker—it's just not his day! I'll still give you the modifier for bursting through the door, so you're still at a 19 for your

modified Defense Rating. <rolls dice for each> Ronny's Attack Attempt total is only a 17, and Ricky's total is a 23. So, they both fire their pistols—Ronny's shot is a little wide and misses, but Ricky's shot is dead on, striking Baker squarely in the chest! <rolls for damage> The bullet passes through the armor, causing a loss of six Health Pool points—how many is that now?

BURKE: *<grumbles> Ten—I only have 12 left!*

TERRY: *Well, I guess that will teach you not to barrel through doors! Well, it's your turn!*

BURKE: *Baker is right near these guys and doesn't have his pistol out, so he's just going to go ahead and punch Sticks. I use Unarmed Combat for that, right?*

TERRY: *Right, and since you're using a Full Round Attack Action because you're not moving, you can attempt to punch him up to five times if you want.*

BURKE: *Yes, I want! How do I do that? Roll five times?*

TERRY: *Nope, just one attack roll—but in order for each of them to hit, you have to exceed Sticks' modified Defense Rating by the Exertion Rating of your Unarmed Melee Attack, which is 4.*

BURKE: *OK, my Attack Attempt total is 19.*

TERRY: *Sticks has a modified Defense Rating of 10, so you definitely hit him! The first punch hits on a 10, plus 4 more to have the second punch hit, plus 4 more for a third punch to hit. That's a total of 18 so far. In order for a fourth punch to hit, you would have had to roll a 22 or better, so your fourth and fifth punches miss. However, you now get to roll 1d4 Melee Kinetic Damage for each punch, and his armor only provides one point of Melee Kinetic Armor.*

BURKE: *Good, because I just rolled a 3, 4, and a 3.*

TERRY: *OK, so you did 2, 3, and 2 points of Melee Kinetic Damage after getting past the armor, so Sticks takes seven points to his Health Pool! That's everyone on Segment 3. At the start of Segment 4, Baker has stumbled into the middle of the room, and has taken some heavy wounds. Sticks has been given a black eye, but is otherwise unharmed. Ronny and Ricky are untouched. Anderson is also in the room, and Caruso has taken cover in the doorway. Sticks is so fast, he gets to go now on Segment 4, and then he'll be able to go again on Segment 6 with everyone else!*

<after a few more actions have passed>

TERRY: *OK, Baker has dropped to the ground unconscious from his heavy wounds, and Anderson has been hit as well, but still fighting strong. Ronny was on the unlucky end of Anderson's shot. Caruso, you had stated that you wanted to Delay your Action to see what developed—it's now down to you, do you wish to do something?*

Wielding

CHRIS: *Yeah, I know I don't know much about Wielding, but I think it is our only hope at this point. I picked Wielding for my character, so how does he do that stuff?*

TERRY: *Well, what did you want to try to do?*

CHRIS: *Well, I read that the Damage Health Pool effect allows you to throw fireballs—that sounds like what I need to do.*

TERRY: *OK, first, you'll need to determine your Wielding DR. For the Damage Health Pool effect, you need to use the variables for Range, Number of Targets (I'm assuming you don't want to cast it as an area effect and get your friends as well), and the amount of Damage you wish to cause. The Range is at most, 4 SIM.*

That's less than five but more than three, so that starts you off with a +6. Shooting at the three men, that's a +4 modifier. I'm guessing that you want to take them out, so you'll want to do at least 20 points of damage to each one. However, you don't want to do too much damage, or it will be too high of a DR number. Let's try 2d4x2, which will boost the Wielding DR by +12. So, with all three variables, the total Wielding DR will be a 22. Don't forget that Caruso waited and watched, so that will cause a -3 penalty to your die roll.

CHRIS: *Great, My Elemental Source has a rank of 5, and that's influenced by my ranks in Agony, which is another five. Elemental based energy is controlled by the Conditioning Core Quality, so my Dice Pool is 4d6 and 2d4. I've already used three of my dice from the first time I shot, so I only have three dice left - so I'll be rolling 3d6. <rolls dice> I did it! I rolled two sixes and a five, so that's a total of 27! Oh, but I have to subtract 3 for delaying, so it's really a 24...*

TERRY: *That's good enough—remember, your DR was a 22, so Caruso manages to wield the elemental energies and form them into three small fireballs that race forward and strike the three men in the chests. What about damage?*

CHRIS: *Oh yeah, the fireballs do 3 and 4 is 7, times 2, plus the base of my Source is 5, for 19 points of Damage.*

TERRY: *OK, and since that was from a Fire based Elemental Attack, that is Energy Damage. Unlucky for them, as their armor doesn't protect against Energy based Damage, they each take the full 19 points! With the pummeling he took earlier from Baker, Sticks has lost too many Health Pool points, and goes down. The other two men, grievously injured, drop their pistols and surrender. Congratulations!*



Tech Fiends, *The Encountered*

THE NEXT STEP

9.0

Extermination! is a short adventure scenario that will allow you and a couple of players to experience the world of Alpha Omega. First, decide whom among you is going to be the Game Moderator, or GM. The GM should read through this section in its entirety and the rest of the group, the players, should not read any further in this section. You don't want to ruin the surprise do you?!

OK, they're gone, right? Great, so as GM, the next step is to have the players make a copy of the character sheet from the back of the Quick Start Guide. Remember the section that talked about the different species of mankind? Each player will select one of the species that they are interested in playing and, following the instructions listed on that same page, complete their character by adding Quality Points, Skill Points, and/or Special Abilities. Make sure to check the Dice Pool Table to see if any changed Quality Scores result in a new Dice Pool. If someone is interested in Wielding, the magic system in Alpha Omega, have them transfer the information from that section to their character sheet as well.

While it is possible that everyone might wish to play similar characters, such as all Grigori, you should caution them that a group of differing characters will probably have a better chance at surviving. Note that these are sample characters for use with this adventure only—they were not constructed with the Alpha Omega character generation system. Rather, we wanted to give everyone the opportunity to create their own character, rather than have the same pre-generated character as everyone else. They are not complete characters, but they do contain the core concepts and statistics discussed in this guide.

While they are working on their characters, you need to work on your scenario! *Extermination!* involves

the player characters by explaining that some strange things have been going on in the storm drains of the city. The city really doesn't matter, but for the sake of argument, let's assume it is New York, one of the few large thriving cities left in the world. However, it could just as easily take place in some of the other cities such as Divinus, Hong Kong, or Arcon-C-Hell (the remains of Paris). All that matters is that the normal work crews have been getting attacked by various things, from gangs that have taken up refuge in the tunnels to mysterious creatures that some believe are just myths told to children to scare them at night.

Your job is to take a look through the various sections of the storm drain system and put them together to make as big of a system as you'd like. This way, the players won't know what's next! You can choose from a variety of sections—some contain interesting features like hidden lairs containing treasure, secret rooms with horrific creatures, or broken down machinery that needs to be repaired for the system to continue operating. Mysteries, challenging combats, humorous situations, technical puzzles—*Extermination!* has it all.

As you put together your masterpiece, you'll notice that some sections contain some special instructions:

GM READ ALOUD

As it infers, this is descriptive text that is recommended to be read to the player characters when they encounter this section. You don't have to read it verbatim, and actually you shouldn't—you should use it as a guide to develop your own flavor text to describe to the players what their characters are experiencing.

GM INFORMATION

As you can also probably guess, this section provides more information about the section. It might cover alternatives of how to deal with a situation, tips on how to orchestrate combats, or any other information that we felt you as the GM should know to help you deal with your players' actions.

GAME MECHANICS

This section contains all the information and statistics you need to deal with various situations that come up. If a player wants their character to attempt to pick a lock on a door, the proper Skill and Difficulty Rating will be listed to assist you in adjudicating this opportunity.

SPECIAL NOTES

Finally, if there are any special notes concerning placement of the section, how it connects to others, etc. will be described here.

EXTERMINATION!

10.0

GM READ ALOUD

You are all operators, individuals that possess various special skills for hire. More than mercenaries, operators usually use their skills for governments, corporations, and others that can afford them. You normally work through a hiring agent known as a handler, who matches individuals such as yourselves to a job's requirements. This also helps protect your anonymity.

Earlier today, your handler contacted you and presented a new opportunity. The city's Department of Public Works has been having some problems in the storm drain system. Although they have been trying to keep it quiet, word has gotten out that something strange is going on down below the streets, something that is causing system malfunctions, backups, and the disappearance of workers and security forces that have been sent to investigate.

Rather than risk any more of their people, the Department has decided to appeal to the handlers of the city in the hopes of finding some "independent contractors" willing to solve the riddle of what is going on and stop it. You and those next to you answered that call.

You begin at one of the sewer access points. Wearing your jumpsuit and helmet, you must now decide a direction with which to start!

GM INFORMATION

The player characters all start together at a sewer access—a manhole cover and ladder leading down to the bottom of the shaft. The tunnel here looks nor-



Arcology Rat, 3.1.1—*The Encountered*

mal—old concrete coated with moss, mold, and mud. A small stream of water flows down through the center of the sewer tunnel. Dark, dank, and dingy—a typical storm drain system.

GAME MECHANICS

As the Game Master, you should have already read over this section and prepared a simple map for the characters to explore. If not, or if desired, you can use the tables to the right to randomly generate, or choose items to create a tunnel system on the fly. Descriptions of each item follow.

SYSTEM TYPE (1D10)

1	Junction point
2-3	L Tunnel / Left
4-6	Straight tunnel
7-8	L Tunnel / Right
9	T Tunnel
10	Tunnel feature/Roll again

TUNNEL FEATURE (1D10)

1	Collapsed tunnel
2	Flooded corridor
3	Busted valve
4	Sewer access
5	Feeder pipe
6	Tunnel access
7	Electrical Junction Box
8	Stuck door
9	Storage room
10	Encounter

ENCOUNTERS

1	Abandoned lair
2	Sleeches drop from the ceiling
3	Sleech breeding area
4	Sleech tracks
5	Damaged sewer droid
6	Rats
7	Tunnel Troggs / Patrol
8	Tunnel Troggs / Random
9	Tunnel Troggs / Safehouse
10	King Rat

Tunnels

The storm drain system tunnels come in four basic options. Straight tunnels are the most common, and can be any length. To keep things interesting, try not to have any sections longer than one city block, or about 80 SIM. Of course, at that point, you could have a Junction Point, Sewer Access, or a continued tunnel.

L Tunnels turn left or right and then may terminate at a Junction Point or continue on as a Straight Tunnel. A T Tunnel contains two Straight Tunnels that join together at a right angle. Characters may be traveling up the stem of the T to arrive at a junction where they must turn left or right, or they might be travelling down a Straight Tunnel that has a branch opening to the left or right, continuing in another Straight Tunnel.

Junction Points are rooms that serve as areas where up to four tunnels can connect together. Some Junction Points double as Sewer Access locations, with a ladder set into one wall up to a manhole cover. Many Junction Points have a slightly depressed floor in order to collect additional rainwater that comes in from the surface or overflow from any of the tunnels. The Junction Point can be up to three meters square.

All tunnels normally contain a number of smaller pipes, wiring conduits, and other tubes that share the tunnel system for routing essential systems underground.

Tunnel Features

Collapsed Tunnel

This feature is used to terminate the current tunnel direction. Characters are confronted with a dead end and will need to retrace their steps to find a different tunnel or door access to an alternative path.

GM READ ALOUD

The tunnel ahead has collapsed. Rock and other debris has totally choked the end of the tunnel and it is obvious that it is not worth digging through. You will need to find another direction to check.

GM INFORMATION

Some characters will just insist that there is something hidden or that they must dig through the debris. The tunnel truly is collapsed, about 10 meters worth, and impassable. If any of the characters can perform welding, even they are not strong enough to burrow through the blockage. If any attempts are made to remove the debris, the entire last ten meters of the tunnel will begin to tremble as the ceiling begins to give way. Everyone in that last portion of the tunnel will suffer 2d8 MK damage from falling chunks of stone and cement.

GAME MECHANICS

Any character that makes a successful Mechanical Technologies Skill Check (DR 20) can notice that the tunnel is too unstable to try and dig through the debris and may collapse.

Flooded Corridor

This feature works better in conjunction with the Busted Valve feature. However, you can certainly have a Flooded Corridor with no indication of what the issue may be. The Busted Valve could be before or after the flooded portion, or even inside the tunnel.

GM READ ALOUD

As you open the door, water begins to pour in from around the edges. You soon find yourself knee deep in water. If you don't act fast, you will soon be waist deep, and then totally under water!

GM INFORMATION

At this point, too much water is flowing through the door to close it—the pressure is just too great. Either closing the correct valve, or using welding to control or redirect the flow of water, will allow the characters to close the door and stop the water from flooding the immediate area.

Busted Valve

This feature can be used in conjunction with the Flooded Corridor feature, or by itself with no clear indication of what the valve controls.

GM READ ALOUD

Set into the side of the tunnel is a large valve assembly with a 15" wheel which opens and closes the valve. It appears that the wheel has only been turned about half way. A long pipe has been jammed into the wheel to prevent it from closing.

GM INFORMATION

Valves are found all over the tunnel system and used to control the various flood gates and passage of water. The Tunnel Troggs have been setting some valves to

certain sections to provide them access to various areas, or prevent access to those trying to find them. The busted valves might also be due to the actions of the king rat.

GAME MECHANICS

The valves are busted from more than just a large pipe jammed into the valve wheel. Characters may attempt to fix the valve with a successful Mechanical Technologies Skill Check (DR 20). A character must then roll a successful Structural Technologies Skill Check (DR 20) to determine the proper operational setting for that particular valve.

Sewer Access

A Sewer Access is a location where a ladder provides access to a manhole cover. They are usually two meters square and can occur at the end of a tunnel or at any point along the tunnel's length. There are no other special qualities about this feature.

Feeder Pipe

A Feeder Pipe is a smaller pipe, usually no more than a meter in diameter, which empties into the main storm drain system. The pipes typically stick out a few centimeters from the tunnel wall or ceiling and may be covered with a metal grill to prevent vermin from crawling back up the Feeder Pipe.

GM READ ALOUD

Various pipes and tubes poke out from the tunnel walls and ceiling. As you are passing through the tunnels, one of the pipes, obviously coming in from the surface somewhere, flushes its contents into the main tunnel...

GM INFORMATION

You can decide whether or not to have the Feeder Pipe flush out into the tunnel at inopportune times, such as when a character is walking next to or beneath it. This makes the encounter one of humorous relief.

GAME MECHANICS

Characters caught in a Feeder Pipe's downwash may attempt to make a successful Agility Quality Score Check (DR20) to duck or dodge out of the area the pipe empties into.

Tunnel Access

This feature consists of a door in the side or end of a tunnel that provides a controlled barrier to another tunnel system beyond. The tunnel behind the door may be another portion of the storm drain system or may lead into a wholly different system, such as a subway tunnel, maintenance tunnel, or other general system.

This feature can be combined with the Stuck Door feature if desired. Also note that the chance of running into a Tunnel Trog patrol or random group is increased near these access points.

Electrical Junction Box

This feature involves a metal box mounted on the side of the tunnel. It may be locked, unlocked, open, or even disturbed with wires hanging out. They are part of the smaller pipes and wiring conduits that share the storm drain tunnel system for routing such systems underground. You will need to determine what kind of wiring box you would like to have in order to determine how to describe it to the players.

If you decide the box is not locked, it probably reflects that the Tunnel Trog or other factions have accessed the box for their own reasons. Those with wires exposed usually have other wires running into a side room to provide hijacked power for lairs and hangouts.

GAME MECHANICS

Characters with a successful Electronics Skill Check (DR 25) can correctly identify any circuits in the box and can repair the junction box to restore normal operation.

Stuck Door

At some location within this section of tunnel is a door. Regardless of where the door leads—another tunnel, a Storage Room, an Abandoned Lair, or one of the other rooms, the door is stuck.

GM READ ALOUD

A studded metal door blocks your passage. You turn the lever and attempt to open the door, but it won't budge. There doesn't appear to be any locking mechanism on the door—it's just stuck!

GAME MECHANICS

Force is all that is needed to open the door. Characters make attempt to either use pure physical strength or mechanical techniques to apply the required force. The former method requires a successful Strength Quality

Score Check (DR 20) and the latter requires a successful Mechanical Technologies Skill Check (DR 20).

Storage Room

Storage Rooms are located throughout the tunnel system and provide for everything from first aid supplies to extra work tools. They are normally always behind locked doors, usually with a keypad or magnetic card reader providing access.

GM INFORMATION

Should the characters manage to gain access to the room, they will find it is little more than a closet. It may contain the following discoveries based on a 1d6 dice roll:

1	Medical Supplies: bandages, gauze, medical tape, disinfectant for cuts/bruises, and four applicators with five Regen Patches each. Provides +2 to Medicine Skill Checks.
2	Tools: large pipe wrenches, crowbar, sledge hammer, and other hand tools. All may be used as makeshift melee weapons doing 1d8 MK damage. Provides +1 to Structural Technologies Skill Checks.
3	Empty closet that once contained one of the other items.
4	Cleaning materials: mops, disinfectant, buckets, brushes, etc.
5	Electrical closet: wiring, fuses, switches, test meters, batteries, etc. for repairing Electrical Junction Boxes. Provides a +1 to any Electronics Skill Checks.
6	Emergency Supplies: extra helmets with light sources, flashlights, gas survey monitor, box of 10 Hi-Fuel protein bars, basic first aid kit (+1 Medicine Skill Checks)

GAME MECHANICS

Since none of the characters have any skills for picking the locks on the door, they will have to rely on brute force or wielding. Attempting to pull open the door with a Strength Quality Score Test (DR 35) is very difficult, and attempting to use a crowbar or other leverage is just as difficult, requiring a Mechanical Technologies Skill Check (DR 35). Should the characters find the Damaged Sewer Droid, they may find a way to use the unit to “hack” the lock—this requires a successful Electronics Skill Check (DR 30). Using Wielding to open the door is possible, but using Fire to melt through the door will damage the contents of the Storage Room. Controlling the stone (Earth) around the door to open up, thus allowing the door to fall out of the opening, is possible and probably the only way to get into the room without damaging the contents. The Structural Integrity of the wall is 15.

Encounters

Abandoned Lair

The Abandoned Lair is a room that is off to the side of a tunnel and is behind a normal door or Stuck Door. The room could be left behind by the Tunnel Troggs or the King Rat, but now is fairly empty.

GM READ ALOUD

Behind the door is a small room that is all but abandoned. No matter what the room was originally used for, you can see that it has recently been used as some sort of lair. A moldy mattress or two are in the back corner, and small piles of garbage and other refuse are scattered about the room. It is obvious that no one or nothing has been in this room for days.

GM INFORMATION

The characters may wish to search the room or even spend some time safely locked in the room to heal, rest, and sleep.

GAME MECHANICS

Characters that wish to search the room need to succeed at a Detection Skill Check (DR 25). This will allow the character(s) to find the following items based on a 1d6 dice roll:

1	Hi-fuel protein bar
2	Wire cutters
3–4	Nothing
5	Women’s Jewelry (1d6 × 100 Trust)
6	Box of Fruiti-Chews candy

Sleeches

Some of the tunnels have been infested with a colony of sleeches. There are three different encounters that deal with these creatures, and should be somewhat close to each other.

Ceiling Sleeches

A group of sleeches is in one of the tunnels searching for food. They have found a way up into some supporting pipework along the ceiling. This hides them from view, but their smell gives away their presence. As the characters walk underneath them, they will drop down from their hiding location and attempt to eat the characters.

GAME MECHANICS

Have each of the characters make a Detection Skill Check (DR 15) to smell the fetid stench of the creatures. Those that achieve a success by more than 10 points may also determine the source of the odors, and therefore will be able to avoid any attacks as the sleeches fall from the ceiling. Any characters that have already experienced the stench of the sleeches may receive a +4 bonus to their Agility Quality Score Check (DR 20) to successfully dodge to the side from the dropping sleeches. There is one sleech for each character.

Sleech Breeding Area

This encounter takes place in a room that may or may not be locked on the tunnel side. The sleeches have eaten through the room's wall in order to gain entry into the storm drain system, and have established themselves in this room.

GM READ ALOUD

Something seems to disturb you about the room you are about to check out. You take the necessary precautions, yet it still nags at you. When the door is opened, it hits you—a fetid stench that is one of the worst things you've ever smelled. You cover your mouth as you fight back the urge to empty the contents of your stomach on the floor in front of you. The room contains a bunch of large slug-like creatures, undulating along the floor in between large masses of some type of jelly with round nodules visible inside.



Sleech, 3.1.5—*The Encountered*

GM INFORMATION

The sleeches will notice the characters shortly after they open the door and will move to attack, protecting the nests. Remember that the sleeches have a special attack which will take effect as soon as the door is opened. There are three sleeches for each character.

GAME MECHANICS

The sleeches have a Fetid Stench special attack which builds up in enclosed spaces such as their current location and breeding area. It requires each character to attempt a Vitality Quality Score Check (DR 13). Those that fail become *agitated*, which reduces their Defense Rating by 2, but increases their Melee Damage for each strike by 1. These effects last as long as the characters can smell the offending odor.

Sleech Tracks

As the sleeches move about the tunnel system, they leave behind trails of their mucus and feces. If the characters attempt to examine the disgusting gel like material, they will have to see if they are affected by the sleech's Fetid Odor attack as if they were with the creatures. This encounter usually precedes the Ceiling Sleeches or Sleech Breeding Area encounters.

GAME MECHANICS

As mentioned, if the characters decide to more closely analyze the trailing gel matter, they must immediately attempt a Vitality Quality Score Check (DR 13) or become *agitated*, which reduces their Defense Rating by 2, but increases their Melee Damage for each strike by 1. The effects last as long as the characters remain within 1 SIM of the tracks.

Damaged Sewer Droid

Part of the Department of Public Works system for maintaining the tunnels and ensuring that they are

free from obstructions and other problems, these droids move about autonomously on treads. This droid, however, has had a meeting with one of the factions in the tunnels and has been beaten to the point that it malfunctioned and shut down.

GM READ ALOUD

Ahead in the tunnel you see a box of twisted metal and wiring. As you approach closer, you see that it is the remains of a small droid, not much larger than a dog. It has been smashed in places by an iron pipe or crowbar and wires now hang freely out of the casing. It appears to be “dead”.

GM INFORMATION

The droid is no longer capable of performing its duties, and if reactivated and not reprogrammed, it will attempt to reach the nearest service location to await recovery and repair. Its processing core, little more than a “dog brain”, might be useful for wiring into electrical panels to provide a way to control the panel and whatever is connected to it—for instance, to open a door with a keypad or magnetic card reader.

GAME MECHANICS

Repairing the droid back to an operational status requires a successful Electronics Skill Check (DR 25). A character may further attempt to reprogram the droid to perform various functions, such as scout ahead in case of danger. The initial rewiring of the droid’s circuits requires a successful Electronics Skill Check (DR 30). An additional Electronics Skill

Check (DR 25) must be made each time the character wishes to reprogram the unit by rewiring the droid’s “dog brain”. This processing unit may also be totally removed from the droid and used to “hack” through door access locks that rely on technological means. Removing the processing unit requires a successful Electronics Skill Check (DR 25), and opening a door normally requires a successful Electronics Skill Check (DR 30).

Rats

As with any storm drain system, the tunnels are periodically littered with furry rodents looking for meals and otherwise causing any number of infestation problems. Because the characters are wearing armored jumpsuits and helmets, it is practically impossible for the rats to successfully attack them.

If this encounter is being added for “flavor”, you might want to also have one of the rats get a lucky break at an area of unprotected flesh, allowing the rat to chomp down and deliver a bite to exposed flesh.

Otherwise, the rats only serve as distractions when summoned by the King Rat. They swarm over the characters, preventing their escape and aiding the King Rat in combat, granting it a bonus to its attack roll. For each rat beyond the first three, the King Rat receives an additional +1 bonus to its attacks, to a maximum of six.

Tunnel Trog

There is always a chance of running across some Tunnel Trogs in the tunnels. They are the second half of the situation here in the tunnel, as they have been rerouting power and water flows to create their own little kingdom beneath the streets. These actions have allowed creatures like the sleeches and king rats to move in, causing the strange disappearances of

the workers and security personnel. The Trogs are not totally innocent in that either. However, in all instances, unless Dimitri is present, the Trogs are willing to negotiate to various terms, depending on the situation. Since they respect strength, a successful Presence Quality Score Check (DR 25) will convince the Trogs that they should do what the character wants—within reason. They can be talked into moving to a different area of the tunnels, stop damaging the various systems, and other arrangements. If they cannot be convinced, they attack.

Tunnel Trogs / Patrol

A patrol is a group of two to four Trogs moving about the tunnels for various reasons. Whether they are just exploring, searching for valuable items, or hunting down anything that is threatening their security and safety, the patrols are to be avoided if possible.

GM READ ALOUD

Rats are a common sight in the tunnels, so are snakes. No one is sure which category the Tunnel Trogs fit into, but this gang of petty criminals is organized and dangerous to the unprepared. Are you prepared? Because a patrol of Trogs, inspecting the tunnels, has just discovered your existence...

GM INFORMATION

As mentioned above, the patrols are small—anywhere from two to four Trogs. They are armed and ready for combat, so it would be extremely lucky to catch them by surprise.

Tunnel Trog** / **Random

Usually only one or two Trog

s will be traveling the tunnels to or from a criminal activity. If coming back from a job, they will be carrying a bag of stolen goods—jewelry, money, or other small items—and they aren't willing to share. If returning from a crime, the Trog(s) will have 1d6 x 100 Trust worth of jewelry or other valuables stolen from their recent "mark"

GM INFORMATION

Unlike the Trog

s on patrol, these Trogs are busy thinking about their criminal activities and therefore might be caught by surprise if the characters arrange an ambush or trap or attack from the shadows first.

Tunnel Trog** / **Safehouse

While exploring the tunnels, one of the side rooms or adjoining tunnel systems will contain a Trog Safehouse. As with the King Rat, this is a major find and one of the main events of the adventure, so it should be placed near the end or not allowed to appear until you are almost finished playing for the allotted time.

GM READ ALOUD

The large room is obviously not abandoned like some of the other rooms that you've come across. An orderly area along the back wall contains sleeping pallets and a folding table takes up the center of the room. Off to one side, someone has rigged up some simple cooking appliances by wiring into some exposed wires.

The room's occupants don't seem too keen on you interrupting their rest and relaxation. From their clothing and mannerisms, you can see that the Tunnel

Trog

s have set up shop here, and are not very happy about you stumbling in on their affairs.

GM INFORMATION

There will be two Tunnel Trog

s for each of the characters. If things are going too easy for the characters, Dmitri, the leader of the Tunnel Trogs, will appear with his personal guard of four more Trogs before the characters have time to rest or heal.

Once the Trog

s have been dealt with, the safehouse can be searched. The characters will find a map of this section of the tunnels, marked with the various control mechanisms and electrical boxes for tapping into for power and communications. In addition, they will find a couple secure boxes of jewelry and money—obviously, these items should be returned to the authorities and their rightful owners. The maps and other information should be presented to the Department of Public Works. It will seal the case against the Trogs and allow the Department to ask for more assistance in clearing out this section of tunnels. The characters will then be congratulated for a job well done!

King Rat

The appearance of the King Rat is one of the major events of this adventure and therefore should be saved until later in the game. This beast will be in one of the Abandoned Lairs, attempting to reclaim it for his own. He is currently searching through the debris and will be as surprised to see the characters as they will be in seeing him. He will quickly recover and attack.

GM READ ALOUD

The room does not seem to be as abandoned as you originally thought. A large hairy creature with a long whip-like tail turns as you disturb its searching. The large long snout and large ears help identify this creature—it looks like a giant rat, but with a flash of intelligence in its eyes. It seems to look at you as if weighing its chances. Evidently, it liked what it saw as it begins to rush and leap forward towards you.

GM INFORMATION

The King Rat will immediately attack—performing a Half Move by leaping the distance to the closest opponent and then unleashing a barrage of claw attacks on its first Active Segment. If things look bad for it, it will use its Summon Rats ability to call for reinforcements.

Once the characters have defeated the King Rat, they will find it was carrying a simple sack filled with various items it had found throughout the tunnels. None of the items are worth anything—they are just shiny bangles and baubles and bits of trash.

This may also complete the characters' mission, as the King Rat was one of the causes of the issues occurring in the tunnels as it broke valves and short circuited electrical boxes throughout the system.

CAT 1

TUNNEL TROG GANG MEMBER

NPC

HEIGHT	1.8m (5'10")	HP	23	ACTIVE SEGMENTS	3, 6
WEIGHT	81.6 kg (180 lb)	EP	22	FOOTPRINT	1×1

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	12	6d4
Agility	14	1d6, 5d4
Conditioning	12	6d4
Vitality	11	5d4
Discipline	10	5d4
Intelligence	11	5d4
Charisma	10	5d4

SECONDARY QUALITIES

Athleticism	13	6d4
Physical Acumen	13	6d4
Fitness	12	6d4
Will	11	5d4
Wisdom	11	5d4
Wit	11	5d4
Presence	11	5d4

TERTIARY QUALITIES

Physis		—
Reaction	12	6d4
Defense Rating	6	—

MOVEMENT RATES

—	2	—	—	3	5	—	—
Swim	Crawl	Minky-Run	Climb	Walk	Run	Sprint	Fly

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	4
Melee Kinetic	4
Energy	2
Chemical	2
Void	0
Alpha	0
Omega	0

The Tunnel Troggs are a gang that has taken up residence in the city sewers. Committing trivial crimes such as purse snatching, pick pocketing, and mugging, the Tunnel Troggs escape from the authorities by ducking down a back alley and slipping into the sewer system. There are dozens of branch tunnels into the subway system and other maintenance areas, and the Troggs know of them all. The Troggs are primarily human, although their leader, Dmitri, is a Grigori. The Tunnel Troggs will do anything to avoid facing exposure to Dmitri's aura of fear and terror.

Each group of Tunnel Troggs has a leader. The leader carries a 9mm pistol in addition to a club.

BEHAVIOR

When encountered, Tunnel Troggs will normally fight first and ask questions later. If caught by surprise, they will hesitate for only a second or two to evaluate the threat and determine if they should fight or flee. If captured, they normally react with bravado, counting on Dmitri and fellow Troggs to come to their aid. Their fear and respect for Dmitri is complete, and they feel that he is able to face down even the most powerful of law enforcement agencies.

Troggs are typically traveling through the tunnels in groups of two to four, depending on what kind of activities they have been up to. They bring their spoils back to various locations in the sewer system—rooms that they have created out of the various service and storage rooms and basements throughout the city's underbelly. A Tunnel Trog safehouse may contain up to a dozen members at any one time, so anyone traveling the "underground highways" are cautioned to stay clear if they are not sufficiently prepared.



ATTACKS

	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	6d4	1d4 MK	—	5	—	—	1 SIM	—
Club	6d4	1d10 MK	—	3	—	—	1 SIM	—
9mm Pistol*	6d4	1d12 HV	—	3	—	—	24 SIM	—

RANKS

Climbing: 2, Detection: 4, Electronics: 2, Grapple: 4, Mechanical technologies: 1, 1-Handed Melee: 4, Pistols: 3, Stealth: 4, Throwing: 2, Tumble: 2, Unarmed Melee: 5

HEIGHT	2.0 m (6'6")	HP	46	ACTIVE SEGMENTS	2, 4, 6
WEIGHT	136.1 kg (300 lb)	EP	41	FOOTPRINT	1x1

DMITRI, TUNNEL TROGS LEADER

NPC

CAT 2

SPECIALS

Fear Aura

Three times a day, Dimitri may instill fear in others by roaring his battle cry. The aura reaches out to 5 SIM and lasts for one complete Combat Cycle. Victims in the area of effect are allowed a Will Resist Check (DR24) to see if they are overcome with fear. If a victim fails to resist, he suffers a -8 penalty to ALL rolls.



Dmitri is a Grigori that found himself alone when his original unit was wiped out during the last Evolutionary War. Lost and without knowledge of where to meet up with other Elim, he fell back on his training and abilities for his own self-preservation. As he has lived among humans for these last millennia, his discipline and sanity have slipped slightly and now uses his natural abilities to instill fear in his followers for his own survival and personal gain. It is unknown how Dimitri will react should he encounter another officer of the Elim, but one thing is for sure—he was a formidable opponent then and remains one to this day.

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	26	1d8, 5d6
Agility	20	4d6, 2d4
Conditioning	22	2d10, 4d8
Vitality	24	6d6
Discipline	19	3d6, 3d4
Intelligence	8	4d4
Charisma	11	5d4

SECONDARY QUALITIES

Athleticism	23	5d6, 1d4
Physical Acumen	21	4d6, 2d4
Fitness	23	5d6, 1d4
Will	22	5d6, 1d4
Wisdom	14	1d6, 5d4
Wit	10	5d4
Presence	19	3d6, 3d4

TERTIARY QUALITIES

Physis	19	—
Reaction	19	3d6, 3d4
Defense Rating	9	—

MOVEMENT RATES

2	2	4	—	4	6	10	—
Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	4
Melee Kinetic	4
Energy	2
Chemical	2
Void	0
Alpha	Immune
Omega	Immune

ATTACKS

	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			PENALTY
					RATING	MIN	MAX	
Unarmed	5d6, 1d4	1d4 + 2 MK	4	5	—	—	1 SIM	—
Dagger	5d6, 1d4	1d6 + 3 MK	4	4	—	—	1 SIM	1

RANKS

Detection: 3, One-handed Melee: 3, Pistols: 3, Stealth: 3, Tumble: 3, Unarmed Melee: 3

CAT 1

SLEECH
FREAK OF NATUREHEIGHT 0.6 m (2'1")
WEIGHT 10.9 kg (24 lb)HP 16
EP 10ACTIVE SEGMENTS 3
FOOTPRINT 1 × 1

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	9	4d4
Agility	9	4d4
Conditioning	8	4d4
Vitality	12	6d4
Discipline	10	5d4
Intelligence	1	1d4
Charisma	1	1d4

SECONDARY QUALITIES

Athleticism	9	4d4
Physical Acumen	9	4d4
Fitness	10	5d4
Will	11	5d4
Wisdom	6	3d4
Wit	1	1d4
Presence	5	2d4

TERTIARY QUALITIES

Physis	7	—
Reaction	8	4d4
Defense Rating	6	—

MOVEMENT RATES

1	1	—	1	1	2	—	—
Swim	Crawl	Monkey-Flop	Climb	Walk	Run	Sprint	Fly

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	1
Melee Kinetic	2
Energy	1
Chemical	4
Void	1
Alpha	Immune
Omega	Immune

AKA Fecal Worm, Poop Slug

Sleeches are large, slimy genetic combinations of slugs and leeches renowned throughout the New World for their unquenchable hunger and incomparable stench. As Sleeches move, they leave a thick, putrid smelling yellow mucus trail that lingers for days before hardening. Research has shown that their vital organs reside in the center of their bodies, protected by their thick, pliable hides. Sleeches have a single large, flexible mouth that forms an airtight seal around their meals. The insides of their mouths are lined with a layer of hundreds of tiny razor-sharp teeth, and their saliva is acidic. This means Sleeches are able to chew through almost any material if they are given enough time (see *Acidic Bite*). Sleeches create nests in dank, dark areas not frequented by other animals. In the fetid darkness, they feed on whatever they find, leaving nothing but a disgusting trail of mucus and feces in their wake (see *Fetid Stench*).

BEHAVIOR

Sleeches will eat anything and are able to detect and draw nutrients from whatever organic matter they ingest. Research has revealed that Sleafch eggs are laid approximately every three days and are mixed with nutrient-rich waste excreted at the same time. Sleafch young develop rapidly, provided enough nutrients remain in the feces surrounding their eggs. In areas where food is abundant, Sleeches multiply quickly and mature to full size within a week of continuous eating. Entire warehouses have been wiped clean of food and other materials by undetected Sleafch infestations. Sleeches are not deadly in small numbers unless prey are very young, old, frail or unarmored. In large numbers, they often overwhelm victims and eat them alive. However, Sleeches are typically no match for a bit of body armor or a sharp melee weapon.

SPECIALS

Acidic Bite

Act: Free, Rng: 1 SIM, Sc: 1, Nat: Ph,
EC: 1/S Bite is maintained, Dur: 3 S (After 3
S, a new Bite must be attempted), Ch/Rech:
(2, 10 M), Cunt: Yes

Func: DoT (1d6 MK, 1d4 CH/S Bite is
maintained)

Fetid Stench

Act: Free, Rng: 5 SIM, Nat: Au (Smell),
AC: Vitality (13, Negates)

Func: Alter (Emotion State -1, NLT *Agitated*)



ATTACKS

				ATTACKS	RATING	MIN	MAX	PENALTY
Bite	4d4	1d6 MK	—	1	—	—	1 SIM	—

RANKS

Detection: 1, Grapple: 3, Unarmed Melee: 1

HEIGHT	1 m (3' 6")	HP	49	ACTIVE SEGMENTS	3, 6
WEIGHT	40.8 kg (90 lb)	EP	42	FOOTPRINT	1 x 1

KING RAT

FREAK OF NATURE

CAT 3

SPECIALS

Summon Rats

Ability to summon Swarming Berserker Rats.

Act: Full, Rng: 14 SIM, Nat: Av, EC: 15, Ch/Rech: (2, 1 d).

Berserk Swarming Rats

Reaction 3d4 + 3 / Segment 3,
Bite/Claw 4d4 (+1 per rat/+6 max),
Max Attacks: Bite 1/Claw 4,
Dmg: 1d4+2 MK, DR 1/HP 8



AKA Wererat

Standing on their rear legs and hunched over, a king rat is just tall enough to clear a man's waist. Little is known about the king rat's biology, but some interesting observations have been made. Only one or two other king rats will bond with another, seemingly for reproductive purposes only. The young, usually in small litters of only two or three, are forced from the den as soon as they demonstrate they are able to care for themselves.

Some have mistakenly attributed human qualities to the king rat. King rats are not only intelligent, but display an understanding of their surroundings and situation. Furthermore, they seem to have "hands" close to that of a raccoon. While they do not have a true opposable thumb, they have an uncanny knack for being able to manipulate door handles and other manmade objects. There is conjecture among some NWSEC researchers that the king rat may actually use tools to assist in their search for food.

BEHAVIOR

King rats are very intelligent and can steer intended prey into dead end tunnels or other locations where they can ambush them. Their ability to stand upright on their rear feet allows them to bring their dangerous claws into play.

Perhaps the most disturbing attribute of the king rat is its ability to *Summon Rats* to assist it. The summoned rats are under the total control of the king rat and will attack any creature without consideration for its own well-being. The berserk rage exhibited by the rats is thought to be caused by Omega energies, driving them to a frenzy.

CORE QUALITIES

QUALITY	SCORE	DICE POOL
Strength	17	2d6, 4d4
Agility	26	1d8, 5d6
Conditioning	24	6d6
Vitality	25	6d6
Discipline	18	3d6, 3d4
Intelligence	7	3d4
Charisma	14	1d6, 5d4

SECONDARY QUALITIES

Athleticism	21	4d6, 2d4
Physical Acumen	25	6d6
Fitness	24	6d6
Will	21	4d6, 2d4
Wisdom	12	6d4
Wit	10	5d4
Presence	15	1d6, 5d4

TERTIARY QUALITIES

Physis	19	—
Reaction	16	2d6, 4d4
Defense Rating	8	—

MOVEMENT RATES

2	2	4	3	4	6	8	—
Swim	Crawl	Monkey-Run	Climb	Walk	Run	Sprint	Fly

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	1
Melee Kinetic	3
Energy	2
Chemical	3
Void	2
Alpha	Immune
Omega	Immune

ATTACKS

	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			PENALTY
					RATING	MIN	MAX	
Bite	4d6, 2d4	2d4+2 MK	4	1	—	—	1 SIM	—
Claw	4d6, 2d4	1d6+2 MK	4	5	—	—	1 SIM	—
Club	4d6, 2d4	1d10+2 MK	5	3	—	—	1 SIM	—

RANKS

Animal Handling: 4, Detection: 6, Living off the Land: 6, Stealth: 6, Structural Technologies: 2, Tactics: 2, Tracking: 4, Unarmed Melee: 5

PC

NAME:

SPECIES:

HEIGHT

HP

32

ACTIVE SEGMENTS

3, 6

WEIGHT

EP

35

FOOTPRINT

1 x 1

CORE QUALITIES

QUALITY	START	FINISH	DICE POOL
Strength	16		
Agility	14		
Conditioning	17		
Vitality	15		
Discipline	18		
Intelligence	15		
Charisma	13		

SECONDARY QUALITIES

Athleticism	15		
Physical Acu.	16		
Fitness	16		
Will	17		
Wisdom	17		
Wit	14		
Presence	15		

TERTIARY QUALITIES

Physis			—
Reaction	16		
Def. Rating	8		—

MOVEMENT RATES

	2		3	5	
Swim					
Crawl					
Monkey-Ron					
Climb					
Walk					
Run					
Sprint					
Fly					

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	2
Melee Kinetic	3
Energy	2
Chemical	2
Void	0
Alpha	0
Omega	0

SKILLS

SKILL	START	FINISH	DICE POOL
Biology	2		WIS
Climbing	2		ATH
Detection	4		WIT
Electronics	2		WIS
Grapple	1		ATH
Mechanical Technologies	2		WIS
Medicine	1		WIS
One-Handed Melee	2		ATH
Pistols	1		PHY ACU
Stealth	2		ATH
Structural Technologies	3		WIS
Throwing	1		PHY ACU
Tumble	1		ATH
Unarmed Melee	2		ATH

SPECIAL ABILITIES

EQUIPMENT

Light Armored jumpsuit

Helmet w/ Head Lamp and Communications Suite

Promethion Laser Pistol

Tonfa

Regen Patches (5)

Canteen w/ fresh water

NOTES

ATTACKS

	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE		
					RATING	MIN	MAX
Unarmed	ATH	1d4 MK		5			1 SIM
Tonfa	ATH	2d4 MK		4			1 SIM
Laser Pistol	PHY ACU	1d12 Energy		3			30 SIM

PC

SAMPLE CHARACTER
BIO-ENGINEERED (COMBAT)

HEIGHT		HP	32	33	ACTIVE SEGMENTS	3, 6
WEIGHT		EP	35	36	FOOTPRINT	1 x 1

CORE QUALITIES

QUALITY	START	FINISH	DICE POOL
Strength	16	17	2d6, 4d4
Agility	14	16	2d6, 4d4
Conditioning	17	18	3d6, 3d4
Vitality	15	15	1d6, 5d4
Discipline	18	18	3d6, 3d4
Intelligence	15	15	1d6, 5d4
Charisma	13	13	6d4

SECONDARY QUALITIES

Athleticism	15	17	2d6, 4d4
Physical Acu.	16	17	2d6, 4d4
Fitness	16	17	2d6, 4d4
Will	17	17	2d6, 4d4
Wisdom	17	17	2d6, 4d4
Wit	14	14	1d6, 5d4
Presence	15	15	1d6, 5d4

TERTIARY QUALITIES

Physis			—
Reaction	16	17	2d6, 4d4
Def. Rating	8	9	—

MOVEMENT RATES

	2		3	5	
Swim					
Crawl					
Monkey-Ron					
Climb					
Walk					
Run					
Sprint					
Fly					

ARMOR

DAMAGE TYPE	THRESHOLD
High Velocity Kinetic	2
Melee Kinetic	3
Energy	2
Chemical	2
Void	0
Alpha	0
Omega	0

SKILLS

SKILL	START	FINISH	DICE POOL
Biology	2	2	2d6, 4d4
Climbing	2	2	2d6, 4d4
Detection	4	4	1d6, 5d4
Electronics	2	2	2d6, 4d4
Grapple	1	2	2d6, 4d4
Mechanical Technologies	2	2	2d6, 4d4
Medicine	1	1	2d6, 4d4
One-Handed Melee	2	6	2d6, 4d4
Pistols	1	4	2d6, 4d4
Stealth	2	4	2d6, 4d4
Structural Technologies	3	3	2d6, 4d4
Throwing	1	1	2d6, 4d4
Tumble	1	1	2d6, 4d4
Unarmed Melee	2	4	2d6, 4d4

SPECIAL ABILITIES

LOW LIGHT VISION

EQUIPMENT

Light Armored jumpsuit
Helmet w/ Head Lamp and Communications Suite
Promethion Laser Pistol
Tonfa
Regen Patches (5)
Canteen w/ fresh water

NOTES

ATTACKS

ATTACKS	DICE POOL	DAMAGE	EXERTION	MAX ATTACKS	RANGE			
					RATING	MIN	MAX	PENALTY
Unarmed	2d6, 4d4	1d4 MK		5			1 SIM	
Tonfa	2d6, 4d4	2d4 MK		4			1 SIM	
Laser Pistol	2d6, 4d4	1d12 Energy		3			30 SIM	

QUALITY SCORES AND ASSOCIATED DICE POOLS

QUALITY SCORE	DICE POOL		AVG SCORE	MAX SCORE	ACTIVE SEGMENTS
1-3	1d4	-	2.5	4	Segment 3
4-5	2d4	-	5	8	
6-7	3d4	-	7.5	12	
8-9	4d4	-	10	16	
10-11	5d4	-	12.5	20	
12-13	6d4	-	15	24	Segments 3 and 6
14-15	1d6	5d4	16	26	
16-17	2d6	4d4	17	28	
18-19	3d6	3d4	18	30	
20-21	4d6	2d4	19	32	
22-23	5d6	1d4	20	34	Segments 2, 4, and 6
24-25	6d6	-	21	36	
26-27	1d8	5d6	22	38	
28-29	2d8	4d6	23	40	
30-31	3d8	3d6	24	42	
32-33	4d8	2d6	25	44	Segments 2, 3, 5, and 6
34-35	5d8	1d6	26	46	
36-37	6d8	-	27	48	
38-40	1d10	5d8	28	50	
41-43	2d10	4d8	29	52	

FIGURE 1

QUALITY SCORES AND ASSOCIATED DICE POOLS

QUALITY SCORE	DICE POOL		AVG SCORE	MAX SCORE	ACTIVE SEGMENTS
44-46	3d10	3d8	30	54	Segments 1, 2, 4, and 6
47-49	4d10	2d8	31	56	
50-52	5d10	1d8	32	58	
53-55	6d10	-	33	60	
56-58	1d12	5d10	34	62	
59-61	2d12	4d10	35	64	Segments 1, 2, 3, 5, and 6
62-64	3d12	3d10	36	66	
65-68	4d12	2d10	37	68	
69-72	5d12	1d10	38	70	
73-76	6d12	-	39	72	
77-80	1d20	5d12	43	80	Segments 1, 2, 3, 4, 5, 6
81-84	2d20	4d12	47	88	
85-88	3d20	3d12	51	96	
89-92	4d20	2d12	55	104	
93-96	5d20	1d12	59	112	
97-100	6d20	-	63	120	

FIGURE 1—CONTINUED

LIST OF EFFECT DR FACTORS

FACTOR		RANGE TO TARGET												
1	RtT	Touch	< 3	< 5	< 10	< 20	< 30	< 50	< 100	< 200	< 500	< 1k	< 2k	< 5k
	DR Adj	+2	+4	+6	+8	+10	+12	+14	+16	+18	+20	+22	+24	+26
NUMBER OF TARGETS OR AREA OF EFFECT														
2	NoT OR AoE	Self	< 3	< 5	< 10	< 20	< 30	< 50	< 100	< 200	< 500	< 1k	< 2k	< 5k
	DR Adj	+2	+4	+6	+8	+10	+12	+14	+16	+18	+20	+22	+24	+26
DAMAGE, HEALING OR WEIGHT MANIPULATION MODIFIER, AMOUNT OF RESISTANCE														
3	DAMAGE/HEALING	Base	1d4	2d4	2d4 × 2	3d4 × 2	4d4 × 2	5d4 × 2	6d4 × 2	6d4 × 4	6d4 × 8	6d6 × 10	6d10 × 25	6d20 × 25
4	STRL INTEG	< 10	< 20	< 50	< 100	< 200	< 500	< 1,000	< 2,000	< 5,000	< 10,000	< 20,000	< 40,000	< 80,000
5	WT (LB)													
	DR Adj	+2	+4	+8	+12	+16	+20	+24	+28	+32	+40	+50	+62	+80
DURATION (COMBAT) (COMBAT CYCLES)														
6	DUR	1	2	3	4	5	6	7	8	9	10	11–12	13–14	15–20
	DR Adj	+1	+3	+5	+7	+9	+11	+13	+15	+17	+19	+21	+23	+25
DURATION (NON-COMBAT) (MINUTES)														
6	DUR	1	< 5	< 10	< 20	< 40	< 60	< 90	< 120	< 180	< 240	< 360	< 540	< 780
	DR Adj	0	+1	+2	+3	+4	+5	+6	+8	+10	+12	+15	+20	+25
INCREASE/DECREASE MODIFIER														
7	MAJOR MOD					1		2		3		4		5
7	MINOR MOD	1	2	3	4	5	6	7	8	9	10	11	12	13
	DR Adj	+2	+4	+6	+8	+10	+12	+14	+16	+18	+20	+22	+24	+26
WIELDING TIME IN SEGMENTS BASED ON TOTAL DR OF OTHER FACTORS														
	DR	< 4	< 10	< 20	< 30	< 40	< 50	< 60	< 70	< 80	< 110	< 130	< 150	< 180
	WT	1	2	3	4	5	6	7	8	9	10	11	12	13
ADVANCED RULE—TIME ON TARGET														
	ToT	Base	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
	DR Adj	0	+2	+4	+6	+8	+10	+12	+14	+16	+18	+20	+22	+24

FIGURE 2

COVER FROM RANGED ATTACK		
COVER	DR MOD	SITUATION
No Cover	0	Standing or Hovering with no protection
Half Cover	+ 4	Standing or Hovering behind waist-high protection
		Treading Water or Kneeling with no protection
Full Cover	+ 6	Standing or Hovering behind shoulder-high protection
		Kneeling behind waist-high protection
		Lying Prone with no protection
Concealed	+ 8	Standing or Hovering while aiming around whole body protection
		Kneeling, aiming around whole body protection
		Lying Prone, aiming around any protection
Protected	-	Characters are protected from attack

FIGURE 3

RANGED COMBAT STANCE MODIFIERS		
Target Modifier	Stance	Attacker Modifier
+6 to DR	Lying Prone	+4 to Attack Attempt
+7 to DR	Crawling	-5 to Attack Attempt
+4 to DR	Kneeling	+2 to Attack Attempt
+5 to DR	Monkey Run	-4 to Attack Attempt
0	Standing	None
+2 to DR	Walking	-1 to Attack Attempt
+5 to DR	Running	-3 to Attack Attempt
+8 to DR	Sprinting	-6 to Attack Attempt
+2 to DR	Climbing	-6 to Attack Attempt
0	Hovering	-1 to Attack Attempt
+8 to DR	Flying	-6 to Attack Attempt
+2 to DR	Treading Water	-3 to Attack Attempt
+5 to DR	Swimming	-7 to Attack Attempt

FIGURE 4

MELEE COMBAT MODIFIERS		
Target Modifier	Stance	Attacker Modifier
-4 to DR	Lying Prone	-4 to Attack Attempt
-3 to DR	Crawling	-5 to Attack Attempt
-2 to DR	Kneeling	-2 to Attack Attempt
-1 to DR	Monkey Run	-3 to Attack Attempt
0	Standing	0
+1 to DR	Walking	+1 to Attack Attempt
+4 to DR	Running	-2 to Attack Attempt
+6 to DR	Sprinting	-4 to Attack Attempt
-2 to DR	Climbing	
0	Hovering	0 to Attack Attempt
+6 to DR	Flying	-6 to Attack Attempt
-2 to DR	Treading Water	-4 to Attack Attempt
-1 to DR	Swimming	-6 to Attack Attempt

FIGURE 5

ALPHA OMEGA

ENTER THE WORLD REMADE...

YOU ARE ABOUT TO ENTER A WORLD BUILT ON THE IMAGINATION OF VISIONARIES WHO PUSHED THE LIMITS OF HUMAN INGENUITY, AND WHO STOOD FAST IN THE FACE OF MOTHER NATURE'S FIRE-FULL CLEANSING OF THE EARTH.

IT IS AN EXCITING WORLD, HOME TO COUNTLESS ADVENTURES, EPIC HEROES, VILE VILLAINS, AND UNIMAGINABLE MONSTERS. IT WELCOMES YOU, AND URGES YOUR IMAGINATION TO DEVELOP IT FURTHER.

HEROES ARE EMERGING... HEROES LIKE YOU...

ALPHA OMEGA CORE RULEBOOK

The *Alpha Omega Core Rulebook* is a 404 page, full color illustrated guide with hundreds of pieces of fantastic art, created by some of the most talented artists in the industry, that truly bring the world of Alpha Omega to life. The Core Rulebook has been nominated for two Ennie Awards for *Best Production Value* and *Best Interior Art*.



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The Encountered: Volume I contains over 200 creatures and 285 pages, with full color illustrations, orthographic views, rules for creature creation, templates for modifying or customizing creatures, an encounter management guide and several optional factions.



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We're sure you'll agree that Alpha Omega is a role playing game of infinite possibilities. In order to learn more about the Alpha Omega universe, the 6-6 System, and general information about the game, you are welcome to investigate further!

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