

ALPHA OMEGA

Tactical fleet combat in space — version 1.12.0 — Tronsoft Games

THE ACTION

One hex is a light-second. One turn is six seconds, divided into six impulses. Both commanders write their orders in secret and the sheets are then read together: nothing either of them wrote is known to the other until both are open, and everything happens at once.

THE ORDER SHEET

Each hull generates a fixed number of energy points every turn and you write all of them down somewhere.

- **Drive** buys speed in hexes and, for a reaction drive, pays for every turn of the helm.
- **Screens** rebuild the arcs, weakest first, up to the hull's cap and at its own rate.
- **Weapons** charge barrels, one point per barrel, one barrel per mount per turn.
- **Ship's work** pays for seekers, mines, rakes, launches, landings and boarding parties.
- **Sensors** buy lock through jamming and cloak.
- **Cloak** hides the hull, drops every screen and silences every mount.

Write more than the plant makes and the surplus is struck out from the bottom of the sheet.

COURSE

Six impulse cells. Speed is spread across them: a ship at speed 4 moves on four of the six. A reaction drive takes one mark per cell — port, straight or starboard — applied before that impulse moves. A Rhylish hull turns for nothing. A Drove gravitic hull writes an absolute bearing instead and holds its heading however it slides.

GUNNERY

Every shot in the turn is rolled before any damage lands, so two ships can finish each other in the same second. A shot lands on the to-hit number or less on a ten-sided die, less one for every few hexes of range, adjusted for lock, and modified by speed: a target running at nine hexes or more is a point harder to hit, and a shooter at nine or more is a point worse at hitting.

MOUNT	ARC	REACH	HITS ON	FADES	PER CHARGE	HOLDS
BM Beam battery	all round	8	7	every 4	2	3
HB Heavy beam	fore	10	7	every 4	2	3
PL Pulse projector	all round	10	6	every 5	3	3
LA Gravitic lance	fore	6	7	every 3	4	2
FX Flux projector	all round	5	8	every 3	3	3
WB Web caster	all round	—	—	—	jams	2
LB Light beam	all round	4	7	every 2	1	2

DAMAGE

A hit strikes the arc it arrived through. What the screen does not take goes into the frame, and a hull with no frame left is gone. Some of it breaks something:

ROLL	SYSTEM
1	frame
2	frame
3	frame
4	drive
5	power plant
6	weapon mount
7	screen generator
8	sensor array
9	special mount
10	frame

THE FLEETS

Human — Reaction drive. Turning costs movement; speed is bought cheaply.

CLASS	PLANT	FRAME	SCREENS	SENSORS	MOUNTS	PRICE
LF Lancer flight	5	3	1	1	LB	4
FF Frigate	9	9	3	2	BM BM	9
DD Destroyer	13	13	4	3	BM BM HB	15
CB Battle cruiser	21	22	6	3	BM BM BM HB	28
AS Assault ship	11	16	4	2	BM	14
CV Carrier	17	20	5	3	BM BM	24
ML Minelayer	10	10	3	2	BM	11
MS Minesweeper	10	9	3	4	BM	10
FR Freighter	7	12	2	1	—	6
OP Outpost	16	36	8	4	BM BM BM HB	22
SB Star base	26	56	9	5	BM BM HB HB	40

Rhylsh — Reaction drive with gravitic trim. Turns cheaply, accelerates dearly.

CLASS	PLANT	FRAME	SCREENS	SENSORS	MOUNTS	PRICE
SC Scout	10	8	3	5	PL	11
WD Warden	10	9	4	3	PL PL	11
HR Harrier	14	13	4	4	PL PL PL	16
LS Lance ship	15	14	4	3	PL LA	19
GW Grand warden	22	21	6	4	PL PL PL LA	29
TD Tender	17	19	5	4	PL	24
NF Needle flight	5	3	1	2	LB	4
RK Rake	11	9	3	5	PL	12
WS Watch station	17	38	8	6	PL PL LA	24

Drove — Gravitic drive. Moves on any bearing without turning, but is slow.

CLASS	PLANT	FRAME	SCREENS	SENSORS	MOUNTS	PRICE
DS Drone swarm	4	3	0	1	LB	3
RD Raider	10	11	2	2	FX	10
RV Ravager	15	16	3	2	FX FX	17
DV Devourer	22	26	4	3	FX FX FX	29
HV Hive ship	18	24	3	3	FX	26
WV Weaver	12	12	2	4	WB FX	13
SD Seeder	11	12	2	2	FX	12
TN Hyperspatial tunnel	30	110	12	4	FX FX FX	60

THE ACTIONS

ACTION	ERA	TURNS	DECIDED BY
The Secession at Kellard's Star	Human civil wars	12	attrition
The Convoy at Vail	Human civil wars	14	cargo
First Contact at the Tunnel Mouth	The Drove invasion	12	attrition
The Minefields of Thessaly	The Drove invasion	16	objective
The Rhylish Confrontation	The Rhylish contact	14	attrition
The Closing of the Tunnel	The Alliance	18	objective

THE WAR

The six actions can be fought in order as one war. You hold the same seat throughout. Win an action and the yards send you a hull for the next one; lose and the other side gets one, to a limit of two either way.

SAVING

The action in hand is written to browser storage after every turn under the namespace `tronsoft_alpha_omega` and offered again as Resume on the title card. Finishing an action clears it. If storage is refused the game plays on without saving.