

# LITTLE OMEGA

## OVERVIEW

“ω” (little omega) is a fan-made Codex. That is to say, it aims at touching various parts of the game for the purpose of ensuring component usage and balance.

## WANT TO AVOID SURPRISES?

You can find the full list of cards here:  
<https://bit.ly/ti4littleomega>

## HOW TO PLAY

These components require PoK and each Codex. Before you setup the table, place one of the “Loader” tiles on the table. The “Full” loader will apply changes across the entire game, whereas the individual component loaders will target just those types (e.g. the Agenda Loader will only apply Little Omega changes for agendas).

## LIMITATIONS

- Factions and technology are not fully complete. To use the “early access” version, pull the faction-and-technology-loader out first then the full-loader.
  - There are 7 available factions: Hacan, Jol-Nar, Mentak, Xxcha, Yin, Vuil'Raith, and Argent.
- As always, I recommend you double check any rolls and modifiers done automatically.
- Agendas will not display on the prompt due to injection limitations and Representative Government doesn't currently change vote totals.
- Neural and Hyper do not automatically give tokens during the status phase due to injection limitations.
- Adjacency modifiers, such as Wormhole Reconstruction, do not currently function correctly, so double check PDS fire!



## FEEDBACK

If you have any feedback, please visit the TI4 Homebrew Discord and message @Will#1294.

## THANKS

Though I'm responsible for much of this effort, a sizable chunk is the culmination of the work over on the TI4 Homebrew Discord. I've lost track of the names, but hope to fill in the blanks as I find them: Milty, Absol, Mobious46.