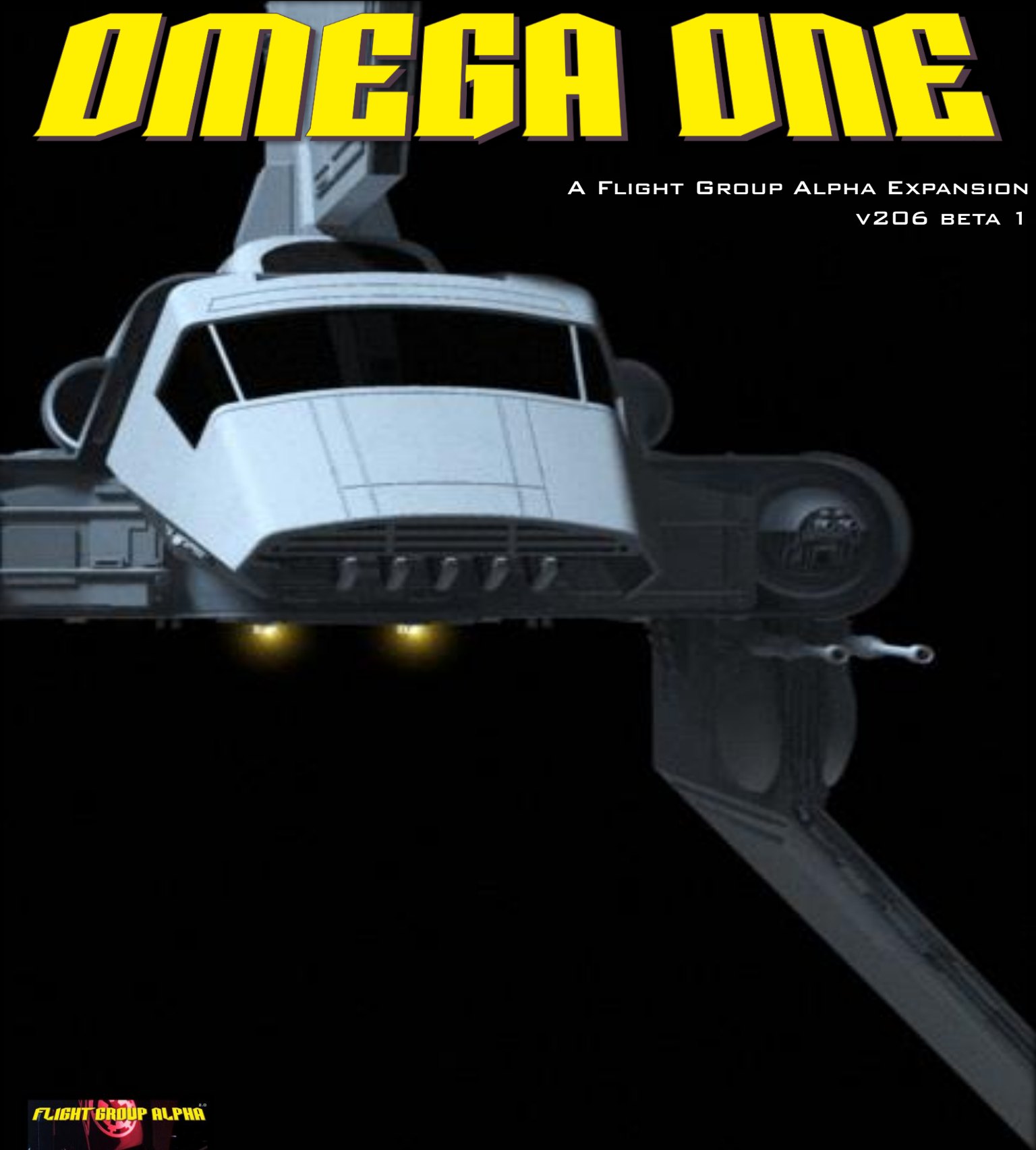


OMEGA ONE

A FLIGHT GROUP ALPHA EXPANSION

V206 BETA 1



STAR WARS™
X-WING™

2.0



Foreword

This is the second draft for FGA: Omega One, and the first one for the Flight Group Alpha v206 ruleset.

FGA:Omega One for Flight Group Alpha for v206
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Credits and Acknowledgements:

Main inspiration: Heroes of the Aturi Cluster v0.7 by Josh Derksen

Artwork by: Ansel Hsiao and others I have stumbled upon on the Internet, most of which I have used without permission.

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This is a fanmade campaign and is no way supported or endorsed by Fantasy Flight Games, LucasArts, LucasFilm Disney, etc.



Expansion Basics

FGA:Omega One introduces a new concept to Flight Group Alpha.

In Flight Group Alpha, the flight group will from time to time be teamed up with ships from Omega Squadron, usually to either take control of space stations or boarding enemy ships.

FGA:Omega One gives you the chance to develop a pilot from Omega Squadron and let him/her fly the ship Flight Group Alpha teams up with.

You start out as an ambitious Imperial Officer in control of a T-4a Lambda Shuttle with a detachment of Special Operations Stormtroopers.

Almost all rules are identical for Flight Group Alpha as Omega One. Only the differences are presented in this document.

Concepts such as rank, U&M points, Career Paths that were first introduced in Flight Group Alpha will not be explained again in this document.

1 Imperial Officer

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1 THE IMPERIAL OFFICER

1.1 The Player Sheet



1.1.1 Omega One Player Sheet

As in Flight Group Alpha, you track all the progress of the Imperial Officer on one player sheet:

- Player and Callsign name fields.
- Banked XP: Keep track of all XP that have not been used for levelling up Rank, spent on Talents or used for U&M Points.
- Missions Flown and Ejections Made. Here you keep a tally of total missions flown, both completed and failed. You also mark here how many times you have made an ejection roll.
- Banked U&M. This is the number of points available for you to acquire upgrades for a new mission.
- Here you keep track of which ships you have flown. Mark these by filling in the "o"s.
- This table tracks each mission in the Tours of Duty available for Omega One. Fill in which mission you have completed.
- Here you can keep track of kills by enemy ship type and faction (Rebels, Scum and Imperials).
- This is the Career Path Progression Chart. At Rank 3, you must decide which Career Path to follow: Ace, Force User, Coordinate or Tech.
- For each Career Path, there are up to 3 upgrades that can be bought using XP. Keep track of them here.



The Imperial Officer has a simplified career progression compared to a Flight Group Alpha member. The Imperial Officer cannot spend XP to increase his/her rank. Instead, the rank is increased after every successful mission Omega One is deployed.

1.2.1 Starting Out

Omega One is first deployed in Tour of Duty 1:1 where he/she is at rank 1 with 10 XP. See **table 2.1** for details of the Lambda Shuttle deployed in that and subsequent missions.

1.2.2 Gaining XP

In general, the Imperial Officer does not receive XP for any Primary or Bonus Objectives. Instead, he/she receives **10 XP** if the mission is successful where Omega One is deployed. In addition, it will receive XP if it destroys enemy ships etc. Omega One has its own XP table, that is similar but not identical to Flight Group Alpha's. It can be identified with the Lambda Shuttle icon in the center of the table. See **table 4.1**.

1.2.3 What to spend your XP on

XP can be used to buy Career Path Upgrades and to buy U&M points. Omega One cannot use XP to increase their rank.

U&M Points purchased from XP cannot be converted back to XP in any way. U&M Points can be used to acquire the following upgrade types (Note that many tables are identical to the ones in Flight Group Alpha and are not published in this document):

- ⑦ Illicit Upgrade Table: See FGA table 2.8
- ⚙️ Tech Upgrade Table: See FGA table 2.9
- ⊗ Modification Upgrade Table: **In this document**
- ⚙️ System Upgrade Table: **In this document**
- ⚙️ Torpedo Upgrade Table: See FGA table 2.12
- ⚙️ Missile Upgrade Table: See FGA table 2.13
- ⚙️ Gunner Upgrade Table: **In this document**
- ⚙️ Payload Upgrade Table: See FGA table 2.17
- ⚙️ Cannon Upgrade Table: See FGA table 2.14
- ⚙️ Crew Upgrade Table: **In this document**
- ⚙️ Title Upgrade Table: **In this document**

As is Flight Group Alpha, U&M Points are not spent. Instead, you may use your U&M Points to equip the ship with different upgrades in the next mission, if you like.

Career Path upgrades become available when the Imperial Officer reaches rank 3. At this point, he/she must also select a Career Path in the same way as a Flight Group Alpha pilot does. The Career Path upgrades available to the Imperial Officer are identical to the ones in Flight Group Alpha and are not published in this document.

1.2.4 Omega One destroyed

If Omega One is destroyed or removed from the board due to some other effect, you never make an ejection roll. Omega One is always considered safe.

1.2.5 Other ships

The Omega One expansion also supports the use of the Decimator if any future missions allows Omega One to deploy it.

Starting Out in the middle of the FGA campaign

You can start the Imperial Officer's career at any point during the Flight Group Alpha campaign.

Example: If you are about to play **ToD 2:4 Capture Enemies**, have not used the Omega One expansion before, and have already played both ToD 1:1 and ToD 1:4, your Imperial Officer will be rank 3 and have 30 XP already (See **table 1.1**) You need to select a career path as if he/she was a Flight Group Alpha pilot and mark your choice on your Player Sheet. The 30 XP can be used to buy U&M points or Career Path upgrades.

For each mission the Officer will gain 1 rank and get 10 XP per mission from now on.

Starting mission	Starting Rank	Starting XP
ToD 1:1	1	10
ToD 1:4	2	20
ToD 2:4	3	30
ToD 5:5	4	40
ToD 7:3	5	50

Table 1.1 Starting Missions



1.3.1 Ship Types

The tables below show the details for the iconic Lambda Shuttle and an additional ship type that might be used in future Flight Group Alpha missions.



Lambda-class T-4a Shuttle

When representing your Shuttle beside the gaming mat, use the **Omicron Group Pilot** card.

Default upgrade slots:

Hyperdrive: Yes

Table 2.1 Lambda Shuttle Stats



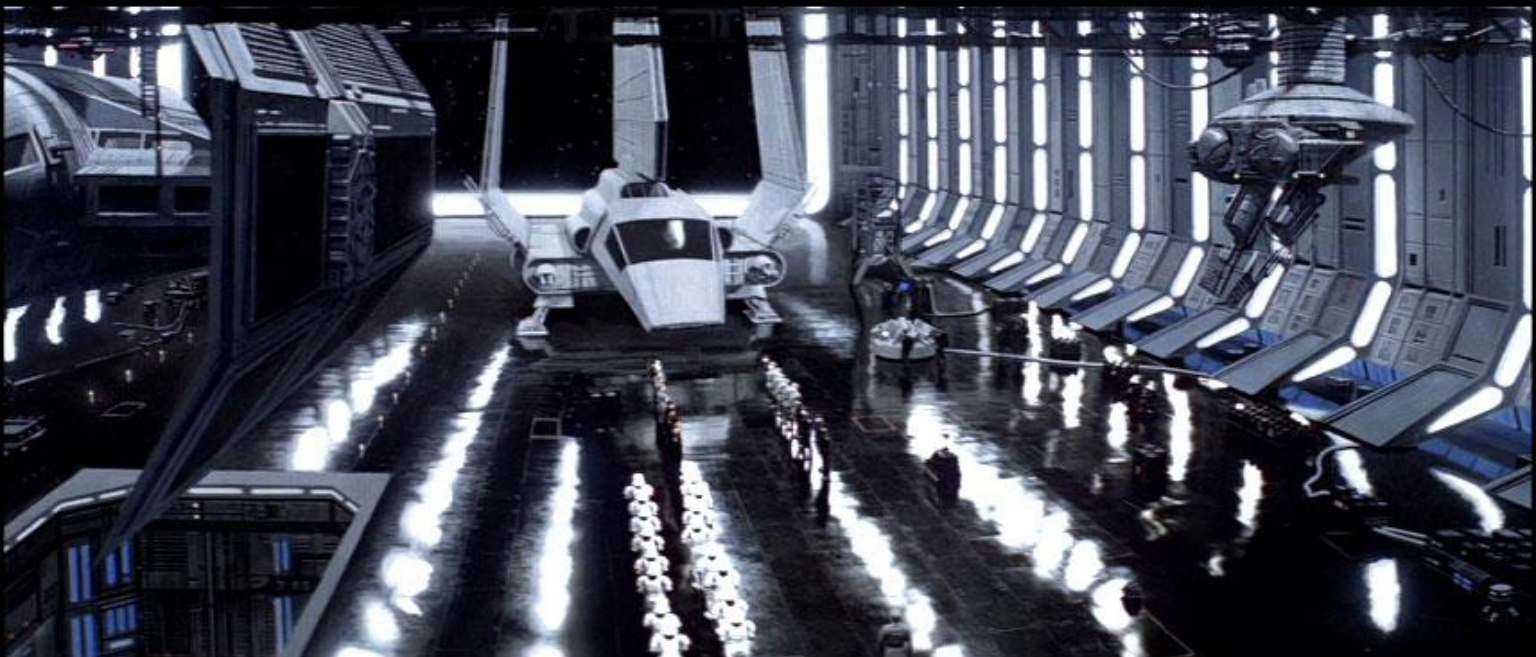
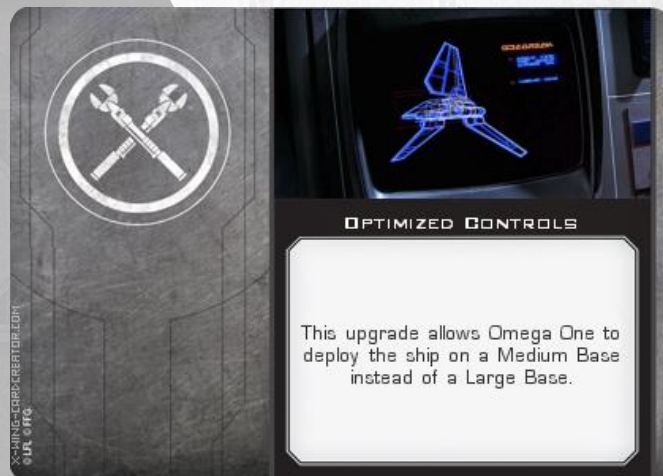
VT-49 Decimator

When representing this ship beside the gaming mat, use the **Patrol Leader** card.

Default upgrade slots:

Hyperdrive: Yes

Table 2.2 Decimator Stats





U&M Points purchased from XP cannot be converted back to XP in any way.

- ⑦ Illicit Upgrade Table: See FGA table 2.8
- ⚙ Tech Upgrade Table: See FGA table 2.9
- ⊗ Modification Upgrade Table: **In this book**
- ⚙ System Upgrade Table: **In this book**
- 🚢 Torpedo Upgrade Table: See FGA table 2.12
- 🚀 Missile Upgrade Table: See FGA table 2.13
- 👤 Gunner Upgrade Table: **In this book**
- 📦 Payload Upgrade Table: See FGA table 2.17
- 🔫 Cannon Upgrade Table: See FGA table 2.14
- 👤 Crew Upgrade Table: **In this book**
- 👤 Title Upgrade Table: **In this book**

Modification Upgrades

Type	Name	Availability	U&M cost
⊗	Ablative Plating	👤	6
⊗	Angled Deflectors	(👤)	3
⊗	Delayed Fuses	👤	1
⊗	Electronic Baffle	👤	2
⊗	Hull Upgrade (AG 0)	👤	2
⊗	Hull Upgrade (AG 1)	👤	3
⊗	Munitions Failsafe	👤	1
⊗	Optimized Controls	👤	5
⊗	Shield Upgrade (AG 0)	👤	3
⊗	Shield Upgrade (AG 1)	👤	4
⊗	Static Discharge Vanes	👤	8
⊗	Stealth Device (AG 0)	👤	3
⊗	Stealth Device (AG 1)	👤	4
⊗	Tactical Scrambler	👤	2
⊗	Targeting Computer	👤	2

Table 3.1 Modifications Upgrades

Title Upgrades

Type	Name	Availability	U&M cost
👤	Dauntless	👤	4
👤	ST-321	👤	4

Table 3.2 Title Upgrades

Gunner Upgrades

Type	Name	Availability	U&M cost
👤	Agile Gunner	👤	5
👤	BT-1	👤	2
👤	•Fifth Brother	👤	9
👤	Hotshot Gunner	👤	7
👤	Skilled Bombardier	👤	2
👤	Suppressive Gunner	👤	6
👤	Veteran Tail Gunner	👤	4
👤	Veteran Turret Gunner	👤	8

Table 3.3 Gunner Upgrades

Crew Upgrades

Type	Name	Availability	U&M cost
👤	Death Troopers	👤	6
👤	Fleelance Slicer	👤	1
👤	GNK "Gonk" Droid	👤	2
👤	ISB slicer	👤	2
👤	Novice Technician	👤	3
👤	Perceptive Copilot	👤	10
👤	Seasoned Navigator	👤	5

Table 3.4 Modifications Upgrades

System Upgrades

Type	Name	Availability	U&M cost
👤	Advanced Sensors	👤	10
👤	Collision Detector	👤	6
👤	Fire-Control System	👤	2
👤	Passive Sensors	👤	6

Table 3.5 System Upgrades

1 THE IMPERIAL OFFICER

1.5 Experience Table



Source	Dealing damage to enemy ships	
1.1	Deal damage to one or more enemy ships, per turn	1 XP
1.2	Deal a face up damage card to an enemy ship	1 XP/face up damage card
1.3	Destroy an enemy emplacement	+1 XP
1.4	Destroy any enemy ship with a Threat Level	+2 XP / Threat Level
1.5	Destroy an enemy Bulk Freighter ()	+4 XP
	Reducing opponent's performance	
2.1	Assign an enemy ship a red or orange token (except lock)	1 XP
2.2	Remove a blue or green token from an enemy ship	1 XP
	Taking damage	
3.1	Use an ability to suffer 1 damage for a ship in Flight Group Alpha	2 XP
3.2	Being dealt a face up damage card from enemy fire (not mines or bombs)	1 XP/face up damage card
	Boosting Flight Group Alphas performance	
4.1	Give a ship in Flight Group Alpha an action	1 XP
4.2	Assign a blue or green token to a ship in Flight Group Alpha	1 XP
4.3	Remove a red or orange token from a ship in Flight Group Alpha	1 XP
	Negative Points	
5.1	Assign a ship in Flight Group Alpha a red or orange token (except lock)	-2 XP
5.2	Deal damage to a ship in Flight Group Alpha	-2 XP / damage dealt
5.3	Deal face up damage card to a ship in Flight Group Alpha	-3 XP / damage card
	Mission Objectives	
6.1	Primary and Bonus mission objectives	None!
Table 4.1 Omega One Experience Point Chart: Earning XP		



“The Emperor welcomes you to the Imperial Fleet. With this manual you will learn the specifics of the Imperial Naval starfighters at your disposal, their controls, weapon systems, and proper use. Learning this data thoroughly is the first step to bringing glory to the Empire. Serving the Emperor and the defeating of our enemies is any pilot’s primary role. Succeeding in these accomplishments will elevate you to greater recognition and status, failure will bring more unpleasant results.

This manual contains classified information of the highest level and is forbidden to reach the hands of personnel not cleared for starfighter operations. Any reports of unauthorized distributions will be met with severe action.

Serve the Emperor”

OMEGA ONE PLAYER SHEET V206

PLAYER

CALL SIGN















Banked XP:

Missions Flown:

Banked U&M:

Ejections Made:

0      	
0      	

TOD	PLAYED	TOD	PLAYED
1:1	0	7:3	0
1:4	0	:	0
2:4	0	:	0
5:5	0	:	0

RANK	CAREER PATH UPGRADE	COST

RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6	RANK 7	RANK 8
● 1	○ 2 ⊗	○ 3 ♠ / 8	○ 4 ⊗	○ 5 ♠ / 8	○ 6 ⊗ / ♣	○ ♠ / 8	○ 7 / ♠
		○ 3 ♣ *	○ ⊗ ♣	○ 4 ♣ *	○ 5 ⊗ / ♣ ♣	○ 6 ♣	○ 7 ♠
		○ 3 ♠ * ♣	○ 4 ⊗ ♣	○ 5 ♠ ♣ *	○ 6 ⊗ / ♣	○ ♣ ♠ *	○ 7 / ♠
		○ 3 ♠ ♣	○ ⊗ ♠ ♣	○ 4 ♣ ♣	○ 5 ⊗ / ♣ ♠	○ 6 ♣ ♣	○ 7 ♠

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ACE PATH

FORCE USER PATH

COORDINATE PATH

TECH PATH



OMEGA ONE PLAYER SHEET v206

PLAYER

CALL SIGN

















Banked XP:

Missions Flown:

Banked U&M:

Ejections Made:

0	       
0	       

TOD	PLAYED	TOD	PLAYED
1:1	0	7:3	0
1:4	0	:	0
2:4	0	:	0
5:5	0	:	0

RANK	CAREER PATH UPGRADE	COST

RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6	RANK 7	RANK 8
● 1	○ 2 ⊗	○ 3 ♠ / 8	○ 4 ⊗	○ 5 ⚡ ♠ / 8	○ 6 ⊗ / 3	○ ♠ / 8	○ 7 / ♠
		○ 3 ♣ *	○ ⊗ ⊕	○ 4 ♣ *	○ 5 ⊗ / 3 ♣ *	○ 6 ⊕	○ 7 8
		○ 3 ♠ * ♣	○ 4 ⊗ ♣	○ 5 ♠ *	○ 6 ⊗ / 3	○ ♣ * ♠	○ 7 / ♠
		○ 3 8	○ ⊗ ♠	○ 4 ⚡ 7	○ 5 ⊗ / 3 ♠ / 8	○ 6 ♣	○ 7 8

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ACE PATH

FORCE USER PATH

COORDINATE PATH

TECH PATH

