

SCENARIOS

The worldwide conflict called the Last War, and the “Factory States” period that followed, allow for a huge variety of scenarios. This book describes several, and concludes with guidelines for creating your own.

Ogre Map Scenarios	1
G.E.V. Map Scenarios	3
Breakthrough	3
Raid	4
Recon in Force	5
The Train	6
Casey Joneski	7
The Last Train Out	8
Ceasefire Collapse	9
Nuts!	10
Creating New Scenarios	10
General Setup Rules and Victory Points	12

OGRE MAP SCENARIOS



These scenarios use the original (orange) **Ogre** map. They are fairly fast, since there is no terrain except craters and rubble. These scenarios were designed for use with the “ramming” rules (Section 6).

Unless specific victory conditions are given in a scenario, the players should agree upon victory levels before beginning play, by analogy with the victory conditions given for the basic scenario (see Section 1 of the rulebook).

Map boundaries. The north, east, and west edges of the map are impassable. No unit can leave the map on these sides. To the south of the map is a river which only Ogres may enter.

Scenario balance. Most scenarios on this map have a clear attacker and defender. An interesting way to balance these scenarios is for each player to “bid” on how few units he thinks he can win with as the defender. The low bidder gets that many units and plays defense.

Map modifications. One end of the map is full of craters and ridges, while the other is clear. For a more symmetrical map, the overlays can be used to add obstructions to the clear end, or to remove most of the obstructions on the cratered end and leave two clear ends and a less passable center area.

ORIGINAL “MARK III ATTACK” AND “MARK V ATTACK” SCENARIOS

These scenarios, found in Section 1 of the rulebook, are recommended for learning the game. In these scenarios, one Ogre faces a force of smaller units.

MARK III DEFENDING

The defending player has a CP to defend, one Ogre Mark III anywhere in the North or Central areas, and 12 armor units and 15 squads of infantry in the North area. The attacker takes an Ogre Mark V.

MARK IIIs ATTACKING

As the Mark V scenario, but the attacker gets two Mark III Ogres. The defender gets two more armor units. (This is a good three-player game.)

OGRE DEFENDING

Reverse the roles. The attacker takes a force of armor and infantry from the **Mark III Attack** or **Mark V Attack** scenario and enters the south end of the map to destroy a command post guarded by a “watchdog” Ogre and armor and infantry equal to half the attacker’s force. Any attacking unit, regardless of type, may leave the south end of the map to escape.

DUEL

This scenario uses no CPs or other units; it is just a combat between Ogres. The size of the forces and the number of players are variable: two-way, three-way, etc. Units may leave the map, but may not re-enter. The object is to survive and hold the field.

STEVE JACKSON GAMES

THE DAY BEFORE

The original *Ogre* map shows many craters – each one the result of a Cruise Missile that fell short of its target. This scenario assumes that the attackers had more missiles to spend but the defender had a laser.

Setup. The defender gets 40 squads of infantry, 25 armor units, one Laser Tower, and a CP. Units may be set up anywhere in the North or Central areas of the map, except in craters. The defender may not take Missile Crawlers as part of his force. The attacker gets 20 off-board Cruise Missiles, which may enter from any hex at the south end of the map, and an Ogre Mark V.

Tactical hints: The attacker should expect to lose at least 2/3

of his missiles the second they come on the map (unless, of course, the Laser Tower is destroyed first), and plan accordingly. Don't aim missiles at hexes where they will be easy targets for the defenders. Use your Ogre to clear the way for missiles, and vice versa. The defender should deploy his units so that missiles don't have an open path to the rear areas.

Victory conditions. Use the same victory conditions given for the *Mark V Attack* scenario (rulebook, p. 5). For Victory Point (VP) calculation, the Laser Tower counts as 10 attack strength of the defending force. The attacker does not lose VP for firing his missiles.

Overrun scenario. Try the scenario allowing the defender to use Missile Crawlers. Allow stacking up to 5 units/hex, and overrun attacks. Tactics change!



SUPER CP

This scenario assumes that the defending forces had been in position much longer, and had built (or appropriated) a much stronger building as their Command Post.

Setup. The defender gets two Mark III Ogres, 40 squads of infantry, 30 armor units, and, for his CP, a 60 SP Strongpoint. Units may be set up anywhere on the North or Central areas of the map, except in craters. The attacker gets two Mark V Ogres.

Victory conditions.

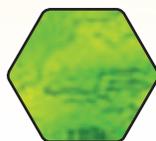
- ▶ CP and all defending units are destroyed: *complete attacker victory*.

- ▶ CP is destroyed and at least one Ogre escapes from the south end of the map: *attacker victory*.
- ▶ CP and both attacking Ogres are destroyed: *marginal attacker victory*.
- ▶ CP survives and at least one attacking Ogre escapes: *marginal defender victory*.
- ▶ CP survives and attacking Ogres are destroyed: *defender victory*.

- ▶ Attacking Ogres are destroyed and the CP survives along with at least 30 attack strength points of its force: *complete defender victory*. Surviving attack strength points include each intact weapon on the defending Ogres, as well as the armor and infantry.

Lasers and Missiles. Add a Laser Tower to the defender's setup, and give the attacker 10 off-board Cruise Missiles.

G.E.V. MAP SCENARIOS



These scenarios use the **G.E.V.** maps (green), which are larger and have a greater variety of terrain. See Section 2 for map rules.

When scenarios refer to a map hex, the map number comes first, and then the hex number. For instance, G2-1401 is hex 1401 on map G2.

These scenarios were designed for use with the overrun rules (Section 8), but if you enjoy the simpler ramming rules, there is no reason not to use them.

Factions: You can play whichever factions/colors you choose, but the blue (Pan-European) counter mix is most suitable for setting up a defense, and the red (Combine) counter mix is designed for offense.

Rules for each scenario include Setup (what units each side gets, and where they are placed on the map), Special Rules (any variations from the standard rules required for the scenario), Objectives (what each side is trying to accomplish, and victory points received), and Victory Conditions (to determine who wins).

The general setup rules and victory conditions are on the back cover of this book, to make them easy to locate. They apply to all scenarios on the G.E.V. maps unless specified otherwise.



BREAKTHROUGH

*The **Breakthrough** scenarios show an attempt to penetrate a defensive perimeter in order to strike at a weakly defended rear area. **Breakthrough** can be played on either G1 or G2.*

Setup for map G1. The defender sets up first. He gets 20 squads of infantry and 6 armor units, which he may place anywhere *on or north of* the road from hex 0104 (west edge of the map) to hex 2315 (east edge). He sets up his units camouflaged, per Section 13.05. The attacker gets 12 GEVs and moves first, entering on any hex(es) on the south edge of the map; the entry hex counts for movement. All defending units are revealed at the end of the attacker's first movement phase. The attacker does not have to commit all his GEVs on Turn 1.

Setup for map G2. As above, except the defender may place his units anywhere *on or north of* the line from 0110 to 2310 – that is, the line of hexes that end in -10.

Map modifications. All town hexes are rubble already (13.01). All bridges are also out (13.02). Note that this *cuts the roads* where they pass through a town or over a bridge.

Escape. Attackers escaping the map can leave from either the north or south side (though only north counts for victory points). Defenders may escape from the north, east, or west side.

Objectives and victory points. The attacker's objective is to get as many GEVs as possible off the map from the north side, as

quickly as possible. The attacker gets 8 victory points for every GEV leaving the north side of the map on or before his 8th turn, 5 for every GEV leaving the north side on his 9th or 10th turns, and 3 for every one leaving on any later turn. GEVs leaving elsewhere give no victory points. Both sides get points for destroyed enemy units (p. 12). The game ends when all the attacker's GEVs have left the map.

Special rules. Use 13.01 and 13.02 for terrain destruction, and 13.05 for camouflaged units.

Expanded scenario. Use the same rules, objective, and setup, except that the defender gets 24 squads of infantry and 8 armor units, and the attacker gets 16 GEVs.

Ogre scenario. The defender gets 30 squads of infantry and 20 armor units. The attacker gets one Ogre Mark IV and 6 GEVs. The attacker gets victory points as above for GEVs which leave the north side of the map, and victory points for the Ogre as follows: None if it leaves the north side of the map on or after Turn 10, 15 if it leaves on Turn 9, 30 if it leaves on Turn 8, 45 if it leaves on Turn 7, and 60 if it leaves on Turn 6.

Victory levels. The winner is determined by comparing the number of victory points gained by each player, as follows:

- ▶ Attacker ahead by 50 or more points: *decisive attacker victory.*
- ▶ Attacker ahead by 21-49 points: *marginal attacker victory.*
- ▶ Attacker ahead by 0-20 points: *no clear victor.*
- ▶ Defender ahead by 1-20 points: *marginal defender victory.*
- ▶ Defender ahead by 21 or more points: *decisive defender victory.*

SCENARIOS

RAID

An attack on a rear area, of the type that might be made after a successful *Breakthrough* scenario. *Raid* can be played on either G1 or G2.

Setup. The Paneuropean player (blue counters) is defending. He sets up first, with 20 squads of infantry, four armor units, and two command posts: one hardened (D3, M0), and one mobile (D1, M1). Command Posts must be set up at least 12 hexes apart. The defender may place his units (camouflaged, per 13.05) anywhere on the map, and may set up two dummy armor units (13.06).

The Combine attacker (red counters) gets 10 GEVs, which enter from any hex(es) on the south edge of the map. The entry hex counts for movement. The defender reveals all his units after the attacker's first movement phase. The attacker does not have to commit all his GEVs on Turn 1. (Variation: Make some or all of the attacking units Heavy Tanks!)

The scenario ends when all attacking units have escaped or been destroyed.

Reinforcements. At the beginning of his movement phase each turn, the defender rolls one die for reinforcements and another die for the hex they enter. Because the maps are geomorphic, the entry hexes are the same on both maps.

Reinforcement Type	Entry Hex
1 – Heavy Tank	1 – 2315 (east edge)
2 – Two Light Tanks (together)	2 – 2304 (east edge)
3 – Missile Tank	3 – 1801 (north edge)
4 – GEV	4 – 0401 (north edge)
5 – GEV	5 – 0104 (west edge)
6 – Three squads of infantry	6 – Any hex on the north edge

If reinforcing units enter on a road hex, they are assumed to have been on the road last turn, and they may take the road bonus on the turn they enter. If the road in the entry hex is cut, they cannot get the road bonus and must pay the regular movement cost to enter the terrain in that hex. If enemy units occupy their entry hex, they may either overrun or enter on the nearest unoccupied edge hex to either side. The defender may delay reinforcements for any number of turns – but if they come in, they must enter at the hex originally determined. The defender may decline to bring in a unit, if he wishes.

Special rules. Use 13.01 and 13.02 for terrain destruction, and 13.05 and 13.06 for camouflaged and dummy units.

Objectives and victory points. The attacker's objective is to wreak as much havoc as possible. He gets 25 victory

points for destroying the hardened CP, 15 for the mobile CP, 3 for each town hex damaged but not destroyed, 8 for each town hex destroyed, 8 for a river bridge, 4 for any other bridge, and 2 for each hex of railroad track.

Both sides also get VP for destruction of enemy units (see p. 12). If an Ogre escapes from the map, the enemy scores points for damaged weapons and tread units.

Escape. Defenders may escape from the north, east, or west sides, but mobile CPs may not leave the map. Attackers may escape only from the south side, back toward friendly lines.

Expanded scenario. Use the same rules, objectives, and setup. The defender starts with 24 squads of infantry and eight armor units (plus four dummies). It has one D3, M0 Command Post, and two D1, M1 Mobile Command Posts (15 VP each). The attacker gets 16 GEVs. The defender rolls once for reinforcements on odd-numbered turns, and *twice* on even-numbered turns.

Ogre scenario. The defender gets the same setup and reinforcements as in the expanded scenario, except that he starts with 16 armor units, six dummies, and 30 squads of infantry. The defender rolls *twice each turn* for reinforcements. The attacker gets an Ogre Mark IV and six GEVs. Alternative defending force: The defender starts with nothing but *one* Ogre Mark V (in hex 1408 on G1, or 1610 on G2). He may place his three CPs anywhere on the map, as long as they are at least 12 hexes apart. He rolls *twice each turn* for reinforcements.

Victory levels. The winner is determined by comparing the number of victory points gained by each player, as follows:

- ▶ Attacker ahead by 150 or more points: *decisive Combine victory.*
- ▶ Attacker ahead by 110-149 points: *marginal Combine victory.*
- ▶ Attacker ahead by 80-109 points: *no clear victor.*
- ▶ Attacker ahead by 30-79 points: *marginal Paneuropean victory.*
- ▶ Attacker ahead by 29 points or less: *decisive Paneuropean victory.*



Setup. Use maps G1 and S1, with S1 to the north. The defending player (blue) gets 15 squads of infantry and 8 armor units, placed anywhere on G1 on or north of the road from hex 0104 to hex 2315.

He also gets another 20 squads of infantry, four armor units, 12 Trucks, and eight Hovertrucks. Infantry may be placed in any town hexes, one counter (of any size) per hex. All four armor units are set up in hex S1-0711. Trucks and Hovertrucks are placed, one each, in the 19 town hexes of that same map, with the remaining unit being placed in S1-0420. All Trucks and Hovertrucks except the one in S1-0420 are “disabled” (see below). All units are camouflaged.

The attacker (red) gets 25 armor units’ worth of hovercraft: GEVs, GEV-PCs, and LGEVs. No more than 10 GEV-PCs may be taken, but each, in this scenario, comes with 3 squads of infantry at no extra point cost. The attacker moves first; all attacking units enter from the south edge of the map. All defending units are revealed at the end of the attacker’s first movement phase. The attacker does not have to commit his entire force on Turn 1.

Alert. No defending units on the northern map may move, and no reinforcements may enter, until the defender’s third turn. At this point, all units *except* Trucks and Hovertrucks may move freely. At the beginning of the fourth turn and each following turn, the defender may pick 10 Trucks and/or Hovertrucks and roll one die for each. On a roll of 1 on one die, that unit is “alerted.” The counter is turned over and may move normally. On any other result, the unit is not affected.

Escape. Attacking units may escape from the south end of the map. Defending units may escape from the north end. The

RECON IN FORCE

*This is an expanded version of the **Raid** scenario. A group of Combine hovercraft is attempting to penetrate to a rear area and do as much damage as possible.*

Trucks and Hovertrucks, representing noncombatant units, should attempt to evacuate from the north as soon as they are alerted . . . unless they are needed to carry troops.

Reinforcements. The defender gets reinforcements as per the **Raid** scenario (p. 4), starting on Turn 4. They appear on the northern map.

Special rules. All rail hexes on map G1 are already destroyed and all bridges on G1 are cut; towns on G1 are damaged (and therefore deserted, and roads are cut) but *not* rubble. Use Sections 13.01 and 13.02, since the attacker will be trying to destroy towns, bridges, and railroad on S1.

Victory points and victory levels. The attacker gets 4 victory points for each Truck destroyed, and 6 for each Hovertruck. Other victory points are scored as per **Raid**, except that the deserted towns on G1 are worth no victory points, and the defender has two river bridges and no CPs. Victory levels are also as per **Raid**.

Ogre scenario. The attacking player gets an extra 10 armor units. The defender gets a “watchdog” Ogre Mark III, and an SP 20 Admin building, worth 25 victory points if destroyed, both in hex S1-1314.

The command post was well-guarded. The hastily constructed, unlovely building was the nerve center for Paneuropean operations along a 700-kilometer section of front – a front pressing steadily toward the largest Combine manufacturing center on the continent.

Therefore, General DePaul had taken no chances. His command was located in the most defensible terrain available – a battered chunk of gravel bounded on three sides by marsh and on the fourth by a river. The river was deep and wide; the swamp, gluey and impassable. Nothing bigger than a rat could avoid detection by the icons scattered for sixty kilometers in every direction over land, swamp, and river surface. Even the air was finally secure; the enemy had expended at least fifty heavy missiles yesterday, leaving glowing holes over half the island, but none near the CP. The Paneuropean laser batteries had seen to that. Now that the jamscreen was up, nothing would get even that close. And scattered through the twilight were the bulky shapes of tanks and ground effect vehicles – the elite 2033rd Armored, almost relaxed as they guarded a spot nothing could attack.

Inside the post, too, the mood was relaxed – except at one monitor station, where a young lieutenant watched a computer map of the island. A light was blinking on the river. Orange:

*something was moving, out there where nothing should move. No heat. A stab at the keyboard called up a representation of the guardian units . . . not that any should be out **there**, thirty kilometers away. None were. Whatever was out there was a stranger – and it was actually **in** the river. A swimming animal? A man? Ridiculous.*

The lieutenant spun a cursor, moving a dot of white light across the map and halting it on the orange spot with practiced ease. He hit another key, and an image appeared on the big screen . . . pitted ground, riverbank . . . and something else, something rising from the river like the conning tower of an old submarine, but he knew what it really was . . . he just couldn’t place it . . .

And then it moved. Not straight toward the camera icon, but almost. The lieutenant saw the “conning tower” cut a wake through the rushing water, bounce once, and begin to rise. A second before the whole shape was visible, he recognized it – but for that second he was frozen. And so thirty men with their minds on other things were suddenly brought to heart-pounding alert, as the lieutenant’s strangled gasp and the huge image on his screen gave the same warning . . .

“OGRE!”

THE TRAIN

These scenarios depict a surprise “push” to destroy a train carrying reinforcements and ammunition to a depot near the front.

Setup. Use map G1. The defender needs a train, so use the blue (Paneuropean) counters for defense.

The attacker gets 12 squads of infantry and 16 armor units, which may be placed anywhere in the southeast corner of the board – that is, the land area south and east of the river and lake. Units may not be set up on the bridge. The attacker may bring in an additional four armor units from any edge hex in this area on Turn 2. The attacker may not take missile crawlers. The attacker will move first.

The defender starts with 20 squads of infantry and 12 armor units. These may be set up anywhere on the remaining portion of the map, but no closer than four hexes to the Combine-controlled area defined above. The defender gets no reinforcements.

Both sides set up their units openly; *attacker* sets up first. After the defender sets up, he writes down the turn the train will enter; it may enter on any turn from Turn 4 to Turn 8. On the turn the train enters, the defending player shows the attacking player what he had written earlier, to confirm that the train is on schedule. The train enters from the west side of the map, at any speed.

Special rules. No town or bridge hexes are destroyed at the beginning of the scenario. Use 13.01 and 13.02 to destroy towns, roads and railroads, and bridges.

Objectives and victory points. The attacker’s objective is to destroy the train by any means – either by direct fire or by destruction of the tracks just before the train reaches them. The defender’s objective is to get the train off the map – or, failing that, to keep it intact. The attacker gets 20 victory points for each half of the train he destroys, 10 for each half which ends up stranded on the board with track cut on both sides, and 5

for each half that backs off the west edge of the map. (If the train backs off the west side, it cannot re-enter.) The defender gets 15 VP for each half of the train that leaves the east side of the board. The defender loses 12 VP if he destroys the river bridge, but none if the attacker destroys it. Both sides score points for destroyed enemy units (see p. 12).

Escape. Attacking units may escape from any edge hex in the area where they set up, or along the south side. Defenders may escape anywhere on the north or west side.

Armed-train variation. The train can mount weapons, per Section 9.03.1.

Ogre scenario. Double the defending forces and set them up first. The attacker gets a single Ogre Mark IV. Note that if it even gets within missile range of the *tracks*, it can cut them!

Victory conditions. Victory is determined by straight comparison of victory point totals. Winning by 40 or more points is a *decisive victory*; winning by 20-39 points is a *marginal victory*; winning by fewer than 20 points is basically a *tie*, with honors going to the player with more points.



Less than three minutes had passed. After the initial seconds of panic, the command post had settled down to business. Instead of masterminding an attack, it was fighting for its own life. Men spat orders into throat mikes, eyes on the big screen. The orange dot that was the Ogre was six kilometers closer, but green sparks were moving out to meet it – the men and machines of the 2033rd.

The general entered at a run. “Get me a picture!” he ordered. The screen flickered; moving dots gave way to an image. The huge machine ground over the landscape, incredibly fast for something so huge. Guns bristled. The tower on top rose fifteen meters high.

“A Mark V,” said the general. “They really want us, all right. Who had the watch?”

“I . . . did, sir.”

“Where’d it come from?”

“Sir, the river. I got a movement indication from the center of the river – I saw it come up. Nothing before that. I swear it, sir.”

The general started to reply, then checked himself. He stepped to the keyboard. The map reappeared (the orange dot was closer) and shrank. They saw their island from fifty – a hundred – kilometers in the air.

The general traced the river-course. “Here . . . and here. Yes, they could have done it.”

“Sir?”

“Underwater. It went into the ocean here. Through the delta – up the river and out. Very clever. I wonder . . . No, they just outfoxed us. As you were, son.”



Setup. Use maps G1 and S1, with S1 to the east. The train enters at the west side of G1, at any speed, on turn 1. Each hex of the train has one 4/2 weapon, which is only destroyed when the train is lost. The defender may emplace five SP 20 lasers, or one Laser Tower and two SP 20 Lasers, anywhere (be careful!). He may not take Missile Crawlers. The defender also gets one Howitzer at S1-0413, and 12 armor units and 20 squads of infantry anywhere on the map. The attacker gets 15 armor units (most or all of these should be GEVs). These units enter anywhere on the south edge of G1, after seeing the defender's setup.

Victory conditions. The attacker wins if the train is destroyed and at least 15 strength points of the attacking force survive by escaping off the S edge of either map. The defender wins if the train reaches hex S1-0413 and survives. Any other result is a tie. Note that the train can escape from the east edge of the map, but may not back off the west edge.

Infantry scenario. The attacker gets all the forces above, plus 15 squads of infantry. He should choose a mix of armor

CASEY JONESKI

*This is a variation of **The Train**. Combine raiders are trying to eliminate a train carrying strategic supplies – but Casey Joneski is at the throttle, and he's not stopping!*

units that will let him get his infantry into action. The defender gets an extra HWZ or MHWZ anywhere on the board. Victory conditions are unchanged.

Ogre scenario. The defender gets the forces listed for the regular scenario, plus one Mark III Ogre in hex S1-0810. The attacker gets 25 armor units and 15 squads of infantry. Victory conditions are unchanged.

The Ogre was twenty kilometers away. On the big map, a ring of green around it showed missile tanks ready to move in; more green dots, visibly moving, were GEVs harassing the enemy machine. As they watched, one GEV light went out. Another stopped moving and began to blink plaintively. The Ogre moved toward it.



Twelve minutes since the shooting had started. The Ogre was fifteen kilometers away. Faced by eight missile tanks, it had slipped to the side; three of the tanks were gone, and two others had never gotten in range. But the Ogre had paid; it was moving slower now. On the big map, three more green dots moved toward it. The heavies were going in.

"Mercier to CP. We've spotted it."

The general punched for an image. There it was. Four of the

six missile tubes were empty; two of the "small" guns along one side were scrap. Loose tread flapped; damaged motors sparked. Its guns moved and flashed. Then the screen dimmed as a nuclear warhead hit the Ogre. The image returned. There was a new crater along one of the armored sides – nothing more.

"Get those guns, Commander." The general's voice was calm; Mercier's reply was equally mild. "Trying, sir. It ducks." Then jubilation. "Good shot, Fair. You got it. Hit the misbegotten pile of junk." The big screen went completely dark. It came on again, from a different angle. The Ogre was hurt. One of those big front guns was gone – completely. The other was clearly wrecked.

"Good man, Mercier! Who did that? Commander Fair? . . . Mercier? . . . Fair? . . ."

"This is Kowalski in 3111. It got Fair about three times. I can't find Mercier."



THE LAST TRAIN OUT

The front line has collapsed. The city will fall within the hour. The defender's only objective now is to delay the attack until the train can escape, loaded with civilians, classified information, and the irreplaceable Baywatch archives.

Setup. Use map G2. The defender needs a train, so use the blue (Pan-European) counters for defense. The defender gets a train, standing still, in 2002-2003; 12 armor units; six dummy armor units; and 12 squads of infantry. All defenders must be set up on or north of the diagonal row of hexes from 0104 to 2315. The defender may place five craters anywhere on the map.

The attacker gets 20 armor units (no Missile Crawlers). Attackers move first and enter on the south edge of the map, and/or the west edge on or below hex 0109; the entry hex counts for movement. The attacker does not have to commit all his units on the first turn.

Special rules. The seven town hexes north of the lake are intact; other town hexes are rubble.

The train cannot move until the defender's 9th turn. At that time, it starts moving at speed 1. It will be able to escape to the east as early as the defender's 11th turn unless it is destroyed or the tracks are cut.

Use 13.01 and 13.02 to destroy terrain, and 13.06 for the defender's dummy counters.

Escape. The attackers may not escape. Defenders may escape from the north side, or from the east side on or above the lake, but only if the train has already escaped (see below).

Victory conditions. Nothing matters except the fate of the train.

▶ **Decisive attacker victory:** The tracks are cut in front of the train, so it can be captured, and all defending units are destroyed.

▶ **Attacker victory:** Train destroyed, or (even better) the front half is destroyed and the rear half is captured.

▶ **Tie:** The tracks are cut, trapping the train; the rear half of the train is destroyed, but the front half survives and the attackers are eliminated.

▶ **Defender victory:** Rear half of train destroyed, but front half escapes – or the tracks are cut and the train is trapped, but all attackers are eliminated.

▶ **Decisive defender victory:** The entire train escapes.

If players exchange sides in the scenario and achieve equal victory levels, determine honors by comparing point value of the units destroyed.



Setup. Use either map G1 or G2. Players receive equivalent forces. Each gets 16 armor units and 18 squads of infantry. Each side also has two CPs: a main (D3, M0) and a secondary (player's choice of D2, M0 or D1, M1). Place a screen to divide the map in two. The screen is removed after players are set up, and players flip a coin to determine who moves first.

On map G1: One player sets up anywhere on or west of the road from hex 0401 to hex 0422. The other sets up anywhere on or east of the jagged line formed by the roads from hex 1801 to hex 2203, to hex 1408, to hex 2315, to hex 1822. All town hexes are already rubble except 0403 and 0404 (to the NW) and 1718 and 1818 (to the SE). All bridges are intact.

On map G2: One player sets up anywhere on or north of the road from hex 0104 to hex 2304. Howitzers or MHWZ may be placed in the swamp hexes at 2204 and 2305. The other player sets up anywhere on or south of the roads from hex 0422 to hex 2120, or in or south of hexes 2220 and 2321. All town hexes are already rubble except 1205 and 2003 (to the north) and 1119 and 2120 (to the south). All bridges are intact.

Special rules. Section 13.01 must be used; 13.02 may be used.

Ending the engagement. The game ends when only one side has units left (except for stuck or immobile Ogres).

The players, by mutual consent, may "honor the ceasefire" and end the game at any time that three turns have gone by without combat – i.e., when neither commander feels he has anything to gain by pressing the attack.

CEASEFIRE COLLAPSE

This scenario depicts the situation immediately after the breakdown of the 35th set of peace talks, as hostile forces swarm across a narrow DMZ.

Objectives and victory points. The major objective is simply to shoot up the enemy's units and territory. All standard VP rules apply. For destroying one of the enemy's two remaining town hexes, score 5 points; for destroying both, score 15. For destroying the enemy's main CP, score 30 points. For destroying his secondary CP, score 15 points.

For controlling the map at the end of the game (no enemy units left except stuck or immobile Ogres), score 15 points in the basic game, 25 in the expanded or Ogre scenarios.

Compare victory point totals. Winning by 40 or more points is a *decisive victory*. Winning by 20-39 points is a *victory*, and winning by 10-19 points is a *marginal victory*. If the difference between the totals is under 10 points, consider the result a *tie*.

Escape. Units may only escape from the side of the map on which they were set up; for instance, on G2, the first player can only escape to the north. Mobile CPs may not escape.

Expanded scenario. Each side gets 20 armor units and 30 squads of infantry.

Ogre scenarios. To either scenario, add 20 (or more) armor units for each side, and then let each side exchange for one or more Ogres, as per Section 13.03.

On the screen, one heavy tank faced the Ogre. Two GEVs swept in and out. Missile tanks and infantry moved closer – too slowly.

"Here it comes." Kowalski – commander of the last heavy. "You'll have to shoot better than that, you gadget. GOTCHA! Took out its . . ."

Static. Then a new voice. It sounded quite human. And amused.

"Gotcha."



The Ogre rolled on. It was within howitzer range now, and they were scoring on it. Its missiles were gone, but it still had guns. The infantry had met it – finally – but powered armor notwithstanding, they were dying as fast as they came in.

"It's committed," said a big major, his eyes on the screen. "It can't afford to stop now." The general nodded. "Get behind it," he said into his mike. "It's after the howitzers. They're killing it."

In the flame-lit darkness, men heard the scrambled transmission. Men, and one other. The Ogre took in the surrounding terrain, considered the location of the command post and the howitzers, watched the movement of its enemies,

weighed the order it had decoded. Behind, it thought. They have made a mistake.



It was very close now. Had the command post had windows, the men inside could have seen the explosions. The Ogre was moving very slowly now, but two guns still spoke. It no longer dodged; it was a juggernaut, coming straight for its target.

Inside, the general's face was gray. He spoke to no one in particular. "Smart. That thing is smart." A scream still echoed in the big room – the scream from the last missile tank commander. Out of the Ogre's path, safe behind a three-meter ravine, lashing out at the metal giant – and the thing had changed course, ignoring the howitzers, walking over the gully like it wasn't there, crushing the smaller tank. Two GEVs had died a second later; their speed was their best defense, and the Ogre had outguessed them. The side trip had given the howitzers a few more minutes; then they, too, had died.

The screen showed the Ogre grinding on – a shambling monster, barely able to move. "The treads . . . hit the treads," whispered the general. "Stop that thing." The image changed, and he saw what was left of his force: three GEVs and a handful of infantry.

The Ogre rolled on . . .

SCENARIOS

“NUTS!”

This scenario represents the breakout of a small group of Combine units isolated behind the front.

Setup. Use map S1. The Combine player (red) is the defender, and gets 12 squads of infantry, 20 armor units, two SP 30 Lasers or one SP 30 Laser Tower, and one SP 60 Strongpoint, all of which must be set up within 3 hexes of hex 0911. The Paneuropean player (blue) is the attacker and gets 30 squads of infantry and 35 armor units, which may be set up anywhere *except* within 7 hexes of hex 0911. The defender sets up first, with camouflaged units (Section 13.05); then the attacker sets up. The defender moves first. The scenario ends when only one side is left on the map.

Escape. Defenders can escape anywhere from the north edge, or the northwest corner of the map between the lake and the river. Attackers can escape along any other edge of the map.

Objectives and victory points. Standard VPs are scored for destroyed units (p. 12). The Combine lasers are worth 12 VP each. The building is worth 35 VP if destroyed on Turn 1-5, 20

if destroyed on Turn 6-8, and 5 if destroyed on Turn 9-10. (There is no VP bonus for escaped defenders; the attacker just does not get points for destroying them.) The *attacker wins* if he earns at least 25 more victory points than the defender. The *defender wins* if he earns at least as many victory points as the attacker. Any other result is a *tie*.

Expanded scenario. The defender gets 18 squads of infantry and 30 armor units. The attacker sets up as above, but is reinforced at the beginning of his third turn by another 15 armor units entering anywhere on the south edge. (Note: The attacker should make sure he seals off the north edge of the map with his initial setup, or the defenders are likely to force an escape.)

Ogre scenario. The defender gets the setup listed for the basic scenario. At the beginning of his second turn, he gets a single Mark III Ogre as a “relief” unit, entering anywhere on the north edge of the map. The attacker gets the basic scenario setup, plus reinforcements as in the expanded scenario.

Other variants. This scenario can be changed drastically by restricting the units allowed in setup (e.g., no Howitzers for the attacker, or no Missile Crawlers for the defender). Both players’ tactics will also change a great deal if the optional bridge-destruction rules (13.02) are used.

CREATING NEW SCENARIOS

Ever since *Ogre* was released, more than 35 years ago, players have enjoyed creating their own scenarios. *Ceasefire Collapse* is an especially good starting point – it’s easy to set up and it works well on multiple maps. The two players are given equivalent force strengths, and their objective is just to shoot each other up. Allow 16 to 20 armor units per player per map, and 18 to 24 squads of infantry per player per map. Ogres can be substituted as described in Section 13.03.

The other scenarios here can be modified for new maps, or new ones can be created from scratch.

Length of scenarios: In general, games on the original *Ogre* map are fastest, because it’s smaller and the terrain is simpler.

Everything else being equal, you will make a scenario longer by:

- ▶ Adding more units, especially Ogres.
- ▶ Playing on more maps.
- ▶ Using optional rules that change (that is, destroy) the terrain.

The battleground: Terrain should be varied enough to encourage interesting tactics. Placing a few overlays can make dramatic changes in a map.

Overlays can also show previous battle damage, turning town hexes into rubble and cutting bridges.

Special terrain rules: You can make a map much different by changing terrain rules slightly. Make sure the changes, and the areas they apply to, are clear to all players before the game! Examples:

- ▶ Some stream hexsides may be made impassable to all units.
- ▶ Some forest hexes may be made so heavy that no vehicle smaller than a Mark III can crash through them.
- ▶ Some town hexes adjacent to water can be declared to have ramps which aid GEV movement.
- ▶ To create a version of *The Train* using map G2, just say that the road between 1205 and 2003 is also a railroad track.

Tactical roles: Balance is easy in *Ceasefire Collapse*, because the players start with the same size forces, and both

CHANGING ROADS AND RAILROADS

Overlays are provided for roads and railroads, but you may also represent a road by a thin strip of masking tape.

To add a railroad, use white tape. You don’t have to draw in all the ties unless you have time on your hands.

To remove a road or railroad completely, cover it with a strip of tape and use transparent markers to make the tape roughly the background color. Or just place a few overlays to cut it into uselessly small sections.

have the option to attack. In the real world, forces are usually uneven, and one side is clearly on the attack. Those scenarios are harder to balance, but when they work, they become great tactical challenges.

Setup locations: If the starting lines are too close, combat will start immediately and the first player to move will have an advantage. If there is a large “no man’s land” between the setup areas, the battle will develop more slowly, and both players will have the chance to redeploy their forces. If both sides have good mobility, and both sides have objectives behind enemy lines, you will create a meeting engagement.

Available units: A scenario can limit one or both players’ access to some unit types. One side can be heavy on infantry, for instance, or have few or no GEVs.

The value of trucks, hovertrucks, and other transport depends entirely on the scenario objectives. You may also make certain combat units cheaper or more expensive for a particular scenario, just to get players to try unusual force mixes.

Reinforcements: Will either side get reinforcements? These can be specified, or random. Designing random reinforcement tables is fun (see the *Raid* scenario). Getting those random reinforcements is sometimes fun and sometimes frustrating!

Escape: In some scenarios, one side’s whole objective is to escape. In other situations, an attacker may want to do as much damage as he can before pulling out. Special escape rules make a scenario interesting. In general, units that leave the map should not be allowed to return.

Handicapping: By agreement of the players, the less experienced player can start with a stronger force, or get more reinforcements. Or the defender can choose and set up his force first, and the attacker can choose and deploy his units after seeing what he will be facing.

Side-specific victory conditions: It’s not necessary to give the two sides identical victory conditions, though that makes game balance easier. Attacking forces can be given missions to destroy targets like buildings, important road junctions, or specific units. Changing the VP weighting of targets can lead to very different tactics.

Are town hexes worth victory points if damaged or destroyed? Or does an attacker *lose* points for destroying civilian areas?

In most scenarios, it will be important to destroy enemy forces while preserving your own . . . but sometimes the mission is all that matters.

Time limits: There are two ways that time limits can be added for a greater challenge.

- ▶ Give the attacker an objective which he must take in a given number of turns . . . or reduce the point value of the objective for every turn he delays.
- ▶ Use a chess clock. The time on the clock depends on the complexity of the scenario. Put different amounts of time on the two clocks to handicap the game, or to simulate an engagement where one side has superior information and communications.



SCENARIOS

GENERAL SETUP RULES AND VICTORY POINTS

Each scenario specifies what map to use, what units each side receives at the beginning of the game, and where they may be placed and/or when and where they may enter. Units may be set up in any terrain type they may legally enter. Units which are set up in unsafe terrain (e.g., armor units in swamp) are safe when the game begins, but must roll to determine whether they become disabled (or stuck) if they enter another unsafe hex.

In some scenarios, players are not given specific units; instead, they will be given a specified number of infantry and a certain allowance for "armor units." Within the limitations of the counter set supplied, the player may pick any combination of armor units to make up this number. However:

Superheavy Tanks, Howitzers, and Mobile Howitzers count double – that is, each counts as two armor units.

Light Tanks and *Light GEVs* each counts only half – that is, a player may take two Light Tanks instead of one armor unit.

If Missile Crawlers are allowed in a scenario at all, they cost three armor units.

Victory points. Each player earns "victory points" for accomplishing certain objectives. Each scenario has its own objectives and victory point lists. Unless specified otherwise, each player always earns victory points for destroying enemy units as follows:

- ▶ For each squad (that is, one attack strength point) of infantry destroyed: **2 points.** Specialist infantry count double.
- ▶ For each "half value" armor unit destroyed (e.g., Light Tank): **3 points.**
- ▶ For each "standard" armor unit or Crawler destroyed: **6 points.**
- ▶ For each "double value" armor unit, such as a Howitzer, destroyed, or each Cruise Missile destroyed (or fired by enemy): **12 points.**

ARMOR UNITS/VICTORY POINTS

The original *Ogre* described forces in terms of "armor units," and this has been retained both for tradition and because it makes learning a bit easier. However, advanced players often prefer to choose their forces in terms of the VP value of units, in which each standard armor unit is worth 6 VP and each squad of standard infantry is worth 2 VP. This allows more freedom of choice between armor, infantry, and Ogres.

The table above lists Ogres in terms of their victory point value. When a force is built by VPs, the cost to buy a unit is normally the same as the VP the enemy gains by destroying it. Scenarios may value some units differently, or even provide them free.

See p. 24 (the back cover) of the rulebook for a table listing Ogres in terms of their armor unit value.

Captured units. When all remaining units on one side are immobilized, they are captured. For instance, a unit is captured if it is stuck in the swamp (Section 5.08.3) when all its allies have left the map. Scenarios may also add rules for capture or surrender. Captured units count double VP. Exception: An Ogre does not surrender and is never "captured" unless a scenario specifically provides for it. Even a treadless, weaponless, "dead" Ogre is usually pounded to scrap from a distance. Investigating a "dead" Ogre makes bomb disposal look safe by comparison! Therefore, immobile Ogres left on the map count as destroyed.

VP for destroyed Ogres. If an Ogre is "destroyed" by loss of all treads and firable weapons, or is left immobile on enemy-held ground, score VP as follows:

Mark I	25 points
Mark II	50 points
Mark III	100 points
Mark III-B	120 points
Fencer	130 points
Fencer-B	140 points
Mark IV or V	150 points
Mark VI or Doppelsoldner	240 points

Damage to Ogres. For damage done to enemy Ogres which are *not* destroyed. The total points scored for damage to an Ogre may not exceed that Ogre's VP value in the chart above.

For every tread unit destroyed	1 point
For every AP gun destroyed	1 point
For every secondary battery gun destroyed	4 points
For every main battery gun destroyed	8 points
For every missile rack destroyed	4 points
For every missile destroyed (or fired by enemy)	1 point

ONLINE RESOURCES

The *Ogre* website at ogre.sjgames.com includes:

- ▶ News and forums.
- ▶ Free downloadable play aids, including an app for mobile devices.
- ▶ An *Ogre* wiki with scenarios, fiction, and the future history of the world of *Ogre*.
- ▶ A bibliography of *Ogre* releases.

To find other *Ogre* players, sign up with the Gamer and Store Finder. gamerfinder.sjgames.com

OGRE MINIATURES

Metal miniatures of some *Ogre* units, scaled to fit on the Designer's Edition maps, are available online at www.warehouse23.com. Thanks to our Kickstarter supporters, this line will continue and out-of-print units will reappear in either metal or resin.