

G.E.V.[®]

Tactical Ground Combat
in the 21st Century
From the World of OGRE

Game design by Steve Jackson

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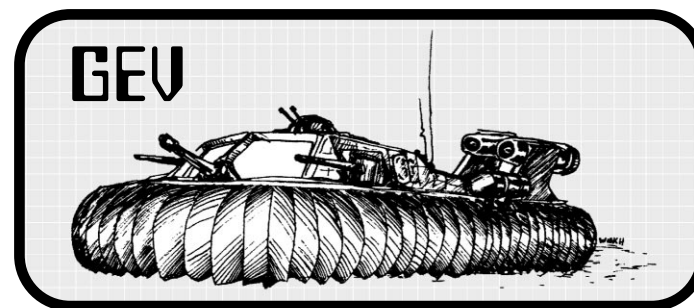
Typography by Monica Stephens and Jeremy Zauder

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INDEX OF SECTIONS

Preface	6.00 Combat
1.00 Introduction	7.00 Ending the Game
2.00 Mapsheet	8.00 Optional Rules
3.00 Counters	9.00 Other Scenarios
4.00 Turn Sequencing	Example of Play
5.00 Movement	

NOTES ON THE COMBINED EDITION OF *OGRE/G.E.V.*

This edition of *Ogre* and *G.E.V.* combines both games in one box, and both sets of rules in one book. Rather than rewrite the rules into one volume, we have chosen to leave them in their original forms. If you are familiar with the games, you'll find the same rules you've been familiar with for years.

If these games are new to you, welcome to the 21st century . . . *Ogre* is the game to learn first. It's very easy to pick up. There are fewer rules and fewer types of units.

The rules in *G.E.V.* are an expansion of those in *Ogre*, with one important difference . . . the rules for the Ogres themselves have been omitted. The basic scenarios for *G.E.V.* use only armor units and infantry – there are no Ogres (except as used in variant scenarios).

The *G.E.V.* rules also include the stats for two other types of Ogre: the Mark IV and (new for this edition) the Mark II. Either of these can be used to design variant scenarios. The Mark IV is, overall, worth about the same as a Mark V, but it is better for quick strikes and worse in a slugging match. (Try it in the advanced scenario from *Ogre* – its tactics must be entirely different.) The Mark II is worth from 60% to 75% of a Mark III, depending on the mission.

Game Components

Rulebook. If you flip this book over, you'll find the rules for *G.E.V.* The center four pages are designed to be removed. You may photocopy the Ogre record sheets for your own use.

Counters. The black counters represent the Combine; the white units are Pan-European. The red-on-white and white-on-red counters may be used to make it easier to tell units apart in a multi-Ogre scenario. Or they can represent rogue Ogres in games set in the 22nd century, after the breakup of the two superpowers.

Maps. Both maps are printed on a single sheet; cut them apart before play. We suggest that you tape the maps down before play; we've provided extra-wide margins to make it easy.

CRT. An extra Combat Results Table is given on a separate sheet.

ACKNOWLEDGEMENTS

The designer would like to acknowledge the following sources of inspiration and/or information: Keith Laumer's "Bolo" series, Colin Kapp's "Gottlos," Robert Heinlein's *Starship Troopers*, Joe Haldeman's *The Forever War*, and *Tanks*, by Armin Halle and Carlo Demand.

Thanks also go to those who playtested and commented on the game, including Howard Thompson, Elton Fewell, Ben Ostrander, Robert Taylor, Mark Huffman, Frank Blazek, Stewart Norris, Nick Schuessler, Susan Tunnell, and many others.

Thanks must now be added to the many gamers whose appreciation and constructive criticism of the first edition of *Ogre* made later editions possible – and much better. They included Keith Gross, Robert Schultz, Kenneth Schultz, A. Mark Ratner, J. Richard Jarvinen, Lawrence Duffield, Tracy Harms, Greg Costikyan, Ron Manns, Steve Perrin, Mark Schulzinger, Ben V. Kloeppe, Gregory F. Hogg, Ronald Artigues, Jim Behringer, Steve Rabin, Edward A. Villareal, Mark Marmor, Robert A. Mitchell, Gary M. Huska, Alexander M. Epstein, Ron Fisher, Jay S. Michael, and many others. Not all the advice was taken – but it was all appreciated.

PREFACE

Technology governs strategy. The tank-type vehicle, considered obsolete by the end of the 20th century, ruled the battlefields of the 21st.

Several factors led to the reappearance of mechanized warfare. The first, of course, was the development of biphasic carbide armor. Stronger than any steel, it was also so light that even an air-cushion vehicle could carry several centimeters of protection. The equivalent of a ton of TNT was needed to breach even this much BPC armor – which meant that, in practice, nothing less than a tactical nuclear device was likely to be effective.

Infantry, which had for a time eclipsed the tank, declined in importance. Although an infantryman could carry and direct a tactical nuclear missile, he had to be extensively (and expensively) protected to survive the nuclear battlefield. Thus, the "powered suit" was developed. Four cm of BPC, jet-equipped, it could guard a man for about a week (in increasing discomfort) from shrapnel, background radiation and biochem agents. However, the cost of equipping infantry reduced their value. They were still more flexible and maneuverable than armor, and now they were almost as fast – but they were no longer cheaper.

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