Ogre 6e

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NOTES ON THE SIXTH EDITION

This edition of ***Ogre*** includes the rules and map for ***G.E.V.***, plus some material first introduced in the supplements ***Shockwave***, ***Hoverblitz***, and ***Ogre Reinforcement Pack***.

If you first enjoyed these games 20 or 30 years ago . . . I'm glad to see you back. If they're new to you, welcome to the world of ***Ogre***!

This edition has been completely revised and reorganized. We have retained the case numbering system, medieval though it is, because it makes cross-referencing so easy. This rulebook is also available as a searchable PDF. (See ogre.sjgames.com for this and other support material.)

Ogre was the first game I designed; it was released in 1977. Now, 35 years later, the 6th Edition is intended to be the definitive ***Ogre/G.E.V.*** set. I don't expect that it will ever be reprinted. This isn't the kind of thing you can repeat. But I wanted to do this, and a lot of you have told me you wanted to see it. I hope you enjoy it.

– Steve Jackson

Kickstarter

Thanks to Kickstarter (www.kickstarter.com), we were able to print more of this edition than originally planned. Supporters pledged over $530,000 in advance orders, shattering the record for boardgaming support on Kickstarter. This made it possible to print four single-sided ***G.E.V.*** maps instead of two double-sided ones, to add the blueprint poster, to create the free recordkeeping app (apps.sjgames.com) and to add many more counters. Five supporters pledged $3,000 each to sponsor sheets of counters that otherwise would not have been in the set! Seven other

counter sheets were sponsored by individuals or companies who will offer them for sale as mini-supplements. And thanks to stretch goals made during the Kickstarter campaign, we have committed to release a supplement, re-release the miniatures, make a computer game happen, and more.

If your gamebox has a special seal, you have the Kickstarter edition, which includes an exclusive set of counters with, among other things, two 3-D Reactors.

Our supporters at $100 and above are listed on the sides of the box. Thank you all!

Graphic idea: image of original Ogre cover by Winch. Caption:

The cover of the first (1977) edition of Ogre, drawn by Winchell Chung. The game came in a sandwich bag and cost $2.95. Both the map and counters were black and white.

Game Components

Rulebook. You're reading it.

Scenario book. The scenarios are a separate booklet.

Reference sheets. Two sheets, one for each player, with the most important charts and tables.

Counters. The red units represent the North American Combine; the blue units are Paneuropean. There are other colors, sponsored by various supporters, to provide "third force" uits. The Ogre counters are in several different colors to make it easier to tell them apart in a multi-Ogre scenario.

3-D Counters. This set includes a number of 3-D counters for Ogres, Command Posts, and large structures. Assembly directions are on a separate sheet. They can be disassembled again, but we suggest you leave them set up.

Counter Tray (the Ogre Garage) to hold 3-D counters. Note: We recommend always keeping this on top when you store the game!

Maps. There are five different maps in this set, each in two pieces. The orange ***Ogre*** map is for the original game scenario. The four green maps are geomorphic and can be combined in many ways to create even larger gameboards.

Map overlays. These are die-cut pieces which can be used to change the map terrain.

Ogre Reference Sheets. Copy these (or download the free PDF from **ogre.sjgames.com**) to record damage to the Ogres. They are laminated, and can be used with many sorts of erasable marker, but always test on the edge of the sheet before you start checking off the boxes.

Two custom six-sided dice. Which, thanks to Kickstarter support, are 19mm and acrylic!

INDEX OF SECTIONS

ACKNOWLEDGEMENTS

(Box this on page 2)

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Original ***G.E.V.*** playtesters: Elton Fewell, Ben Ostrander, Robert Taylor, Howard Thompson, Joe Vail, and Bill Williams, as well as blindtesters Alexander Epstein, Ron Fisher, Robert A. Mitchell, Lorent West, Dave Mohr, Mike Easterday, Steve Wijinberg, Richard Barnhart, Gary Huska, Ben V. Kloepper, Roger Cooper, Dusty R. Brown, Jim Behringer, and Steve Rabin.

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PREFACE

Technology governs strategy. The tank-type vehicle, written off by many at 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 biphase 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 bio-chem 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.

Long-range nuclear missiles, which had been expected to make a mockery of "conventional" operations, likewise declined in value as jamming technology and laser countermeasures improved. Without satellite guidance, no missile could hit a less-than-city-sized target at more than 30 km . . . and no combatant could keep a spy satellite operational for over an hour. Missiles big enough to carry jam-proof guidance systems were sitting ducks for the big laser batteries – for, although lasers had proved too temperamental and fragile for battlefield use, they were fine as permanent AA units, defending rear areas.

Thus, the tank-type vehicle – fast, heavily armed and armored, able to break through enemy positions and exploit disorganization – returned to wide use. And, once again, planners fretted over priorities. More guns? More armor? More speed? Increase one, and lose on the others? Increase all, and build fewer units?

Some interesting compromises appeared. The 21st-century infantryman, especially with the later "heavy powered suit," was a tank in his own right, at least by 20th-century standards. The armed hovercraft or ground effect vehicle (GEV), equipped with multileaf spring skirts for broken ground, could make 120 km/hr on any decent terrain, and 150 on desert or water. Conventional tanks were slower but tougher. All fired tactical nuclear shells.

The ultimate development of the tank-type weapon, though, was the cybernetic attack vehicle. The original tanks had terrorized unsophisticated infantry. The cybertanks terrorized *everyone,* and with good reason. They were bigger (up to 30 meters), faster (hovercraft models proved too vulnerable, but atomic-powered treads moved standard units at 50 kph or better) and more heavily armed (some had firepower equal to an armor *company*). And two to three *meters* of BPC armor made them nearly unstoppable. What made the cybertank horrifying, though, was its literal inhumanity. No crew was carried; each unit was wholly computer-controlled. Although true mechanical intelligence had existed as early as 2010, and fully autonomous factories and military installations were in wide use by the middle of the century, the cybertanks were the earliest independent mobile units – the first true "robots."

Once the first cybertanks had proved their worth, development was rapid. The great war machines aroused a terrified sort of fascination. Human warriors devoutly hoped never to confront them, and preferred to keep a respectful distance – like several kilometers – even from friendly ones. They were just too *big*.

One fact, more than anything, points up the feeling that developed

toward the cybertank. Unlike other war vehicles, they were never called "she." Friendly units of the speaker's acquaintance were "he"; others were "it." And the term "cybertank" was rarely used. People had another name for the big war machines – one drawn from the early Combine units and, before that, from dark myth.

They called them Ogres . . .

1.00 INTRODUCTION AND STARTING SCENARIOS

In its basic version, ***Ogre*** is a two-player game representing an attack by a cybernetic fighting unit – the Ogre – on a strategic command post guarded by an armor battalion. Playing time is between 30 minutes and 1 hour. Other scenarios (see the Scenario Book) may involve the larger ***G.E.V.*** map, more types of units, and/or *several* Ogres, and may take as long as desired.

1.01 Learning. Before playing for the first time, skim Sections 1 through 7 to get the "feel" of the game. *Those are the only rules sections used for these starting scenarios.* Then set up the map and counters for the Basic ***Ogre*** Scenario (below) and begin play.

1.02 Objectives. Each scenario gives its own conditions for ending the game, and objectives for each player. Unless specified otherwise, a scenario continues until one force is entirely gone from the map, through destruction, withdrawal, or both.

1.03 Solo play. Because relatively few units are involved, the scenarios in this section are well suited to solo play – that is, one person can play both sides. Once a player gains experience, it is possible to vary tactics; e.g., "programming" the Ogre to charge straight in (in which case the defending force should be smaller, for balance) or committing the defense to fairly static positions and making hit-and-run attacks with the Ogre (in which case the defending force should be enlarged).

On the ***G.E.V.*** map, scenarios especially recommended for solitaire play are the various versions of ***Breakthrough*** and ***Raid***.

1.04 Play balance. Most players find Ogre tactics are easier to learn than defense tactics. The balance on the above scenarios takes this into account. *In particular, the basic (Mark III) scenario assumes that both players are new to the game.* If both players are experienced, the defender should be able to win almost every time with the forces given; removing two armor units will make the basic scenario about even for experienced players.

In a perfect setup, victory should go to the more skillful player, regardless of who takes which side. By adjusting the number of defending armor units, it is easy to "handicap" the game to make up for different levels of experience. In a tournament game, it is suggested that each round consist of two games, with each player attacking once and defending once.

BASIC OGRE SCENARIO

This represents an Ogre attack on a heavily-guarded command post. Use the ***Ogre*** map. The defense sets up first. The defending player gets 20 points of attack strength (see Section 7.02) of infantry, and 12 armor units. Each howitzer or mobile howitzer the defender takes counts as *two* armor units.

There are four arrows on the edges of the map. They define two lines

which divide the map into north, central, and south areas.

All hexes on or north of the north line are in the "north area." No more than 20 attack strength points may set up in the north area. Units cannot start in craters.

All remaining hexes on or north of the south line are in the "central area." The remainder of the defending force must be set up in the central area.

No defenders may set up in the south area.

The command post may be placed anywhere, but the farther north it is, the safer it is!

The attacking player takes a single Ogre Mark III and moves first, entering anywhere on the south end of the map. It spends one movement point to enter its starting hex.

Victory conditions are as follows:

- All defending units destroyed: complete Ogre victory.
- Command post destroyed and Ogre escapes from the bottom of the map: Ogre victory.
- Command post *and* Ogre destroyed: marginal Ogre victory.
- Command post survives, but Ogre escapes: marginal defense victory.
- Command post survives, Ogre destroyed: defense victory.
- Command post and at least 30 attack points of defense force survive, Ogre destroyed: complete defense victory.

Defensive Setup

This is an example of a reasonably good defensive setup for the basic scenario. This is an example to be used while learning the game, NOT the only legal setup!

(SJ to provide map section with counters set up.

This should take about a third of a page.)

ADVANCED OGRE SCENARIO

Play is identical to the basic scenario, except:

- The defense gets 30 points of infantry and 20 armor units (again, howitzers count double).
- All but 40 attack points of this force must set up on or behind the line.
- The attacking Ogre is a Mark V.
- For a complete victory, the defender must destroy the Ogre while preserving his CP and at least 50 attack points of his force.

BEGIN BOX or something. This is long. Maybe just change the typography? Or run box along bottom half of several pages.

This vignette has no title or headline.

The command post was well guarded. It should have been. 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!"

* * *

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."*

* * *

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."

* * *

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 the big missile cannon 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 . . .

END BOX

2.00 MAPS

There are five map boards, each in two sections. Each map is divided into hexagons, or "hexes." Each hex represents an area 1,500 meters across. Hexes are numbered to aid in scenario setup.

The ***Ogre*** map (orange) represents devastated, cratered terrain, and gives smaller, faster games.

The four different ***G.E.V.*** map boards (green) represent undamaged terrain with towns and forests. They are designated G1, G1, S1, and S2. When multiple maps are used, a hex is designated by the map number and then the hex number - for instance, G2-1401.

2.001 Geomorphing maps. Either of the two S maps may be connected to any side of either of the two G maps. A board of any size may be assembled by alternating G and S maps.

Illustration of G and S maps connecting. ¼ page, more or less.

2.002 Partial hexes. In order to allow the G and S maps to geomorph, the maps are cut down the middle of rows of hexes. Because each hex contains a number, hexes at the join between maps will contain two numbers (four at the corners!). Hexes that fall between maps are still considered a single hex, and a partial hex at the edge of the map is treated as a full hex for all purposes.

Diagram showing "one hex" for a join and "one hex" for a quarter at the map edge. A few column inches.

2.003 Map overlays. These are pieces which may be placed on top of

the map to change terrain. Overlays are two-sided, and range in size from small ovals that change a single ***Ogre*** map hexside to and from a ridge, to multi-hex pieces. They may be placed at the start of a scenario, or used to represent damage (cut roads, bridge out, and so on) during play.

Overlays, especially the small or thin ones, can move accidentally. A bit of rubber cement can be used to hold an overlay in place, and can be peeled off safely after the game.

Overlay image or images. Size can vary to fit layout needs. Let's be sure that we show one of the ridge ovals!

2.01 Terrain types. Each map hex has a single basic terrain type, which governs entry into (and sometimes exit from) the hex, and may give bonuses to defense. The edges of hexes often depict bits of adjoining terrain types, but this is only to make the map look more realistic; these small overlaps have no effect on play. Details of terrain effects on movement and combat are found in Sections 5 and 7, respectively.

The Player Reference Sheets include terrain charts.

2.011 Clear terrain. Light green hexes (on the ***G.E.V.*** map) and brown hexes (on the ***Ogre*** map) represent "clear" areas. All units have their normal movement and combat abilities here.

Clear terrain image. Terrain images should all be single hex unless specified. Text could flow around if that looks good.

2.012 Craters. Hexes containing craters are impassable. No unit may move into or over a crater. Units *may* fire over craters. The small cracks around craters do not affect movement.

Crater overlays may be added to the map. They have the same effect is printed craters. A crater overlay is immediately placed on the map in any hex where a Cruise Missile strikes (see Section 10, below).

Crater terrain image.

2.013 Towns. Hexes filled with black-and-white buildings represent towns, which slow all units except infantry and protect all units.

Town terrain image.

2.014 Forests. Hexes filled with dark green tree markings represent forests, which slow the movement of armor units and protect infantry.

Forest terrain image.

2.015 Swamps. Hexes filled with green-and-blue markings represent swamps, which are marshy forest areas. They drastically reduce armor movement and protect infantry.

Swamp terrain image.

2.016 Water. Blue hexes represent water – either river or lake areas. Water hexes are impassable to all units except infantry, GEVs, and Ogres.

Water terrain image.

2.017 Damaged town and forest. Hexes showing town and forest with scattered fire are provided as "road cut" overlays. If a town or forest hex is damaged (see Section 13.01), it is replaced by one of these overlays, which cuts roads and railroads but has no other effect on units.

Damaged town terrain image.

2.018 Rubble. The "road cut" overlays are backed by "rubble." If a town or forest hex is destroyed (see 10.01), it is replaced by rubble, which most units treat as swamp.

Rubble terrain image.

2.019 Beach. A beach hex is considered to be hard, flat, and gently sloped from water to land. Beach is not shown on the basic maps, but is provided on overlays for use in scenarios.

Beach is treated as ordinary clear terrain for all purposes. Exception: GEVs treat beach as if it were road or water for the purposes of road bonus (see section 00000). If a road leads into a beach hex, a GEV can transition from road, to beach, to adjacent water, without losing road bonus.

Beach terrain image.

2.02 Hexside terrain. Some terrain features are drawn along the sides of hexes. These affect movement *between* hexes, but do not affect units in the adjoining hexes.

2.021 Ridge hexsides. Heavy black markings along hexsides indicate ridges of loose debris which block movement. Only Ogres and infantry may cross ridge hexsides. Units *may* fire over ridges.

Ridge terrain image (two hexes, or parts of two hexes w/ridge between)

2.022 Stream hexsides. Wavy blue lines along hexsides represent streams. Streams delay the movement of most armor units, but do not affect fire.

Stream terrain image (two hexes, or parts of two hexes w/stream between)

2.03 Roads and railroads. These features always run through the center of hexes. They do not affect the underlying terrain type. They give a bonus to movement, but can be cut.

2.031 Roads. Hexes containing a gray line with a dashed white center are road hexes. Units which enter a hex on the road may ignore any movement penalties for terrain. A unit which stays on the road for its entire movement phase gets a movement bonus (see Section 5.071). Roads do not affect combat.

Road terrain image -

2.032 Railroads. Hexes containing track marks are rail hexes, along which the train travels in Train scenarios (see Section 9). GEVs and infantry treat railroads as roads.

Railroad terrain image

2.033 Bridges. A bridge image indicates a place where a road or railroad crosses a stream or river.

Bridges may be destroyed (see Section 13.02), cutting the road or railroad. When a bridge is destroyed, place a "Bridge Out" overlay on it.

Note that any unit can cross a railroad bridge.

Two images, with captions "Stream Bridge" and "River Bridge".

3.00 UNITS

Red counters on black represent the forces of the North American Combine. Blue counters on white are Paneuropean. Sponsored counter sets are various colors and may be treated as separate commands, as mercenaries, or whatever a scenario calls for.

Ogres are painted whatever color they like.

The Combine counter mix is balanced toward offense, with more GEVs, and the Paneuropean force has more defensive howitzers. Unless a scenario specifically limits availability of a unit type, though, players may build whatever forces they like, using substitute counters, miniatures, etc., as required.

There are two types of unit counters:

2-D (flat) counters represent most units. Each counter carries an image, a name, and the unit's stats. The reverse side of an armor counter shows that unit in a disabled state. Infantry counters have different unit sizes on front and back. 2-D Ogre counters simply have different colors on the front and back.

ADD DETAILS AND IMAGES when we finalize counter design.

3-D counters are provided for Ogres, Command Posts, Laser Turrets, Laser Towers, and assorted buildings. The 3-D effect makes these key units easier to spot on the board, but has no effect on the game stats.

This would be a good place for a photo of a 3-D counter on the board.

3.01 Armor Units. Each of these counters is a single manned gun or vehicle. It has four stats which give its capabilities; attack strength and range (see Section 7.02), defensive strength (see Section 7.03), and movement points. For most units, this is a single number. For GEV units, it is two numbers separated by a slash (see Sections 5.01 and 5.05).

SAY MORE ABOUT COLORS - BOX IT?

Sample counter image with arrows pointing to the four stats. Should be larger than the unit images below.

- **Heavy Tank (HVY).** A Main Battle Tank, with a good balance of offense, defense, and speed.

Heavy Tank Unit Image. Each image shows Combine and Paneuro counters - one of each.

• **Missile Tank (MSL).** A lightly armored missile-firing crawler.

Missile Tank Unit Image

• **Light Tank (LT).** A lightly armored scout-type tank. Because this is an inexpensive vehicle, two Light Tanks count as one "armor unit" in scenario setups.

Light Tank Unit Image

Superheavy Tank (SHVY). A heavy tracked vehicle mounting twin weapons . . . a "tank destroyer." It is affected by terrain as though it were an Ogre! When a player chooses units at the beginning of a scenario, each Superheavy is worth 2 armor units.

The Superheavy has two main guns. The owning player may attack separately with each gun, giving the Superheavy Tank two attacks of strength 3 each. But, unlike an Ogre, the Superheavy may not lose one gun and continue to function. When it is hit, it is disabled or destroyed as a unit.

The Superheavy also has two antipersonnel weapons. These function exactly like Ogre AP weapons for all purposes (see Section 7.051). Like Ogre AP, they are doubled in an overrun attack.

Optional rule 13.07 allows Superheavies to take partial damage, using Ogre-style record sheets.

Superheavy Unit Image

• **Howitzer (HWZ).** A single non-self-propelled heavy missile cannon. Because this is an expensive unit, a player must count a Howitzer as *two* "armor units" in scenario setup.

HWZ Image

• **Mobile Howitzer (MHWZ).** A slightly lighter missile cannon mounted on a treaded chassis. It is also an expensive unit, and counts as two "armor units" in a setup.

MHWZ Image

• **Ground Effect Vehicle (GEV).** A highly-mobile hovercraft, lightly armed and armored. GEVs may move *twice* per turn. Terrain affects GEVs differently from other units; in particular, they can cross water.

GEV Image

Light GEV (LGEV). A lightly armed one-man hovercraft. It uses GEV movement and terrain rules.

When a player chooses units at the beginning of a scenario, each LGEV is worth 1/2 armor unit.

LGEV Unit Image

GEV-PC. A hovercraft personnel carrier. It uses GEV movement and terrain rules.

A GEV-PC can carry up to three squads of infantry. See Section 5.11 for movement and combat rules used when infantry ride vehicles.

GEV-PC Unit Image

Missile Crawler (MC). A single heavy tracked vehicle carrying a

Cruise Missile (see Section 10). It has no attack strength of its own; it attacks by firing the missile. It is affected by terrain as though it were a Heavy Tank. When a player chooses units at the beginning of a scenario, each Missile Crawler is worth 3 armor units.

Missile Crawler Unit Image

Crawler (C). A Missile Crawler that has fired its missile. It is affected by terrain as though it were a Heavy Tank. Crawlers cannot be chosen in the initial setup; when a Missile Crawler fires its missile, it is replaced by a Crawler, which can do no further damage, but is worth victory points to the enemy if destroyed.

Crawler Unit Image

3.02 Infantry (INF). Infantry wear powered "battlesuits" which greatly increase their mobility and provide some radiation and shrapnel protection. The scenario setups refer to infantry in terms of "strength points," meaning the attack strength of the units. Each squad is 1 strength point, so a 3/1 infantry counter equals three squads. Infantry counters are 2/1 on one side, and either 1/1 or 3/1 on the other, for ease in splitting or recombining squads.

Infantry image - several images so we can show 1, 2, and 3 INF counters

3.021 Marine Battlesuits (MAR). Marines are treated for all purposes like regular infantry, except that they move and fight equally well on land and on (or in) water. When a player chooses units at the beginning of a scenario, he may trade regular infantry for marines at a 2:1 ratio, up to the maximum number of marine counters supplied; for instance, 20 regular infantry could be traded for 10 marines.

Marines and regular infantry can combine in groups of up to 3 squads for defensive purposes. If an attacker gets a "D" result against a mixed stack, roll randomly to see which unit is lost.

Marine unit image.

3.03 Transport Units. These have no combat strength, unless one is specified in a scenario. Their movement rules are the same as for armor units. In game terms, they are primarily targets.

Truck (T). A single large truck, unarmed and almost unarmored. It has no attack strength, and a defensive strength of 0 – if attacked, it is automatically destroyed. A truck in a town hex, and/or undergoing a spillover attack, has a defense strength of 1.

As a wheeled vehicle, it has its own set of terrain effects. It has 4 movement points. It pays 1 point to enter a road hex, 2 to enter a town hex without a road, and 4 to enter a clear terrain hex. It may not enter other terrain.

Truck Image

Hovertruck (HT). A cargo-carrying hovercraft. It uses GEV movement and terrain rules.

Hovertruck Image

Train. The train is described in Section 9. A train is made up of two counters. The choice of front counter shows the train's speed. It moves only on the railroad tracks.

3.04 Ogres. There are several types of Ogre. Each counter represents a single cybernetic fighting machine, equipped with guns, missiles, antipersonnel weapons, and heavy armor. See the box for more about the different Ogres.

*** BOX ***

Ogre types playable in this game include:

- *Mark I.* Essentially an oversized heavy tank controlled by a robot brain instead of a crew. It was a proof-of-concept design, and only a few hundred were built.
- *Mark II.* The first Ogre to be mass-produced by the Combine. It worked well, but demand for still heavier armament soon led to its replacement by the Mark III for most purposes. However, the Mark II remained in limited production for many years.
- *Mark III.* The first really capable line-of-battle Ogre, designed by the Combine, but produced in quantity by Paneurope after it captured the British facility that built them. The *Mark III-B* was a Combine-only variant with a heavier chassis and two main batteries instead of one.
- *Mark IV.* A large but lightly built "raider" unit – as expensive to build as a Mark V, but specialized for hit-and-run attacks. It could demolish a Mark III, and make a good showing against a Mark V – but its real purpose was to penetrate an enemy position, wreak long-range havoc with its missiles, and withdraw.

Boxed images of flat and 3-D Ogres.

- *Mark V.* A very formidable all-around line-of-battle unit. This was the biggest cybertank to be built in quantity. Paneurope also built large numbers of Mark V units after the occupation of Great Britain.
- *Mark VI.* The biggest and most expensive Ogre ever to go into regular production, with three main batteries and three missile racks. Comparatively few were built.
- *Fencer.* The first original Paneuropean cybertank design. It was no faster than a Mark V, but, with four missile racks, was designed for a hit-and-run tactical role. Mounting only two heavy railguns, it was weak in close-range combat; the upgunned Fencer-B turret was an attempt to address this.
- *Doppelsoldner*. The biggest Paneuropean cybertank, generally comparable to a Mark VI.

*** END BOX ***

3.041 Ogre Record Sheets. The capabilities of the Ogres are not shown on the counters. They change

throughout the game as the Ogre is damaged. Keep track of damage with the Ogre record sheets (see below). You may copy these sheets freely or download blank record sheets from **ogre.sjgames.com**.

Illustrate a record sheet/card here.

BOX ABOUT THE APP!!

3.042 Ogre components. Each Ogre has some combination of these components:

• Main Battery (MB). A large railgun firing tactical nuclear shells.

• Secondary Battery (2B). A similar but lighter railgun.

• Antipersonnel (AP). One of a variety of weapons effective only against battlesuit armor and thin-skinned vehicles.

• Missile (M). A tactical nuclear missile mounted outside the Ogre. Once fired, it is expended.

• Missile Rack (MR). Each missile rack can fire one missile per *turn.* Its missiles are stored inside the Ogre and can *only* be fired through a missile rack. So, for instance, an undamaged Mark IV, which has three missile racks, can fire three missiles per turn. A missile rack has a defense of 4. The missiles inside have no defense strength – they cannot be targeted while inside the Ogre. Destruction of a missile rack destroys one missile at the same time; this is the only way these missiles can be destroyed before firing. If all missile racks are destroyed, any remaining internal missiles cannot be fired.

• Tread Units. This represents the integrity of the Ogre's treads and motors. Loss of tread units slows the Ogre as shown on the record sheet . . . for instance, when a Mark V is reduced to 40 tread units, its movement is reduced from 3 to 2. When the Ogre's tread units are all gone, the Ogre can no longer move at all. It *can* still fire at anything within range.

The Ogre does *not* expend tread units simply by moving.

3.05 Command Post (CP)

"Command post" units represent small, unarmored structures. In these scenarios, they are simply targets. A basic CP has a defense of 0, and will be destroyed by any attack. (In a town hex, count a standard CP's defense as 1.) CPs have no attack strength except when overrun.

Unless specified otherwise in a scenario, loss of a CP does not affect a player's ability to fight, but it gives victory points to his opponent.

Show image of 3-D CP (or CPs)s. Maybe a photo?

In some scenarios, CPs may be tougher:

Mobile CP. A "command trailer" with a movement of M1. It may be able to flee from a weakened Ogre . . . if it has anywhere to go. This set includes 3-D counters for mobile CPs.

Hardened CP. Giving the CP any defense at all makes the Ogre's mission harder! A regular or mobile CP may be given a defense strength of up to 3. A 'D' result has no effect on a hardened CP except to keep it from moving for a turn if it is also mobile.

If a CP has a defense strength, it is doubled in town or forest.

3.06 Structures. These are much larger and heavier buildings. The front of each counter gives its type; the back says only "Structure." Therefore, in some scenarios, an invading force may enter the map without knowing which structure is which. Each structure has a SP (Structure Point) value showing its strength. See Section 11, below, for combat rules.

Admin. A "generic" counter which may represent an office building, laboratory, hardened communication site, etc. Admin counters have SP values of 10 to 30.

Admin image, or photo.

Strongpoint. A very heavily armored bunker, command center, or other fortification, with a SP value of 60 or more.

Strongpoint image, or photo.

Reactor. A nuclear reactor, with 60 SP. It is intended for use as a very-high-value target. Depending on the scenario, destruction of the reactor might pollute the entire area, or temporarily cut power, giving the attacker a tactical advantage.

The regular Reactor is a flat counter. The Kickstarter edition includes a couple of 3-D Reactors minis.

Reactor image, or photo.

Laser. A heavy laser designed for anti-missile fire, with a SP value of 20 to 40. See Section 12, below.

Laser image, or photo.

Laser Tower. A heavy laser mounted in a tower, giving it increased range; it has a SP value of 20. See Section 12.

Laser Tower image, or photo.

3.061 Structure Point markers. These are round markers with numbers from 10 to 60. When a building is placed in a scenario, a Structure Point marker is placed beside it on the hex to indicate its strength.

3.07 Status markers and overlays. These show permanent changes to units or terrain.

- "Stuck" markers indicate that the unit is stuck in swamp and isn't going anywhere. See Section 5.083.
- "Road Cut," "Bridge Out," "Rubble," ridge, and crater overlays are used to indicate damaged terrain.

Show some of those.

4.00 TURN SEQUENCING

4.01 Turns. *Ogre* is played in turns. During his own turn, each player may move any or all of his units, and fire with any or all of them, as long as each unit fires only once (except in overrun situations) and moves only once (twice for GEVs).

4.02 Phases of a turn. The turn sequence for each player in a two-player game is:

(1) Recovery.

(a) All the player's units which were disabled *before* his last turn by *enemy fire* now recover automatically. Turn the counters right-side-up.

(b) Roll for each of his units disabled by *swamp*, regardless of how long they have been disabled, to see if they recover. Units which recover are turned right-side-up.

(2) Movement phase. Any or all units may move up to their full number of movement points. If any unit(s) enter an enemy-occupied hex, creating a ram/overrun situation, *immediately*:

(a) roll to see whether any attacking units entering swamp, or attacking GEVs entering swamp or forest, are disabled;

(b) resolve the ram/overrun attack and move surviving units (if any) the remainder of their movement.

(3) Roll to see whether each armor unit which entered swamp, or each GEV which entered swamp or forest, is disabled. Units which rolled for disabling in step 3 do *not* roll again.

(4) Fire phase. All units which are not disabled may fire. Units which made an overrun attack *may* fire in the fire phase as well.

(5) Second (GEV) movement phase. Move any or all GEVs again, except for those which are disabled or those which entered swamp, town or forest on the first movement phase. Resolve any ram/overruns. Roll for disabling on each GEV which entered swamp or forest on its second movement phase.

It is now the other player's turn.

Notes: (1) It is *necessary* to keep track of *when* and *how* a unit becomes disabled. Disabled units are flipped over. Normally, there will not be enough disabled units on the board at one time to create difficulty.

(2) A ramming or overrun attack always takes place *immediately*, interrupting the movement phase, when one or more units enter an enemy-occupied hex. The movement phase resumes after the ram/overrun is resolved.

This would be a good place to show the Disabled side of a counter.

4.03 Multiplayer sequencing. A scenario with more than one player on a side will use a similar sequence; players move in the same order each turn. Each attacking player, in turn, moves and resolves combat; then each defending player, in turn, moves and resolves combat. Players on the same side *may* take their fire phases together in order to combine fire.

4.04 Games with three or more sides. Alternatively, a scenario may have three or more independent sides. In that case, each player (or side) completes an entire turn; then the next player completes a turn, and so on. Sides may not combine fire. The scenario will define turn order.

5.00 MOVEMENT

Game scale is 4 minutes per turn, and hexes are 1,500 meters, or a little less than a mile, from side to side.

5.01 Movement Points. The right side of each armor and infantry counter shows its "movement points" – the maximum number of hexes it can move per turn in clear terrain. For example, an M2 counter can move up to two hexes per turn. The terrain shown on the map can increase or decrease movement. Movement points may not be accumulated from turn to turn.

A unit never *has* to move. (Exception: the train has to move once it picks up speed. See Section 9.)

A *disabled* unit (see Combat Results Table) may not move until it recovers.

Image of counter, all grayed out except for the M number

5.02 Stacking. The stacking rule depends on the scenario. In all cases, the basic infantry counter is the 3-squad counter. This is the equivalent, for stacking and victory points, of one armor unit.

5.021 *Ogre* scenarios. In scenarios on the ***Ogre*** map, units may not be stacked; that is, only one unit at a time may occupy each hex. (This limitation is for speed of play. If you try an ***Ogre***-map scenario with stacking, be sure to use the spillover fire rules too.)

5.022 *G.E.V.* scenarios. When playing on the ***G.E.V.*** map, up to five units on each side may occupy any hex at the same time. Each single squad of infantry counts as 1/3 of a unit for stacking purposes; that is, a hex may hold 15 strength points of infantry, or 12 points of infantry and one vehicle, etc. Ogres and CPs count as armor units for stacking. The train does not count for stacking.

5.023 Combining infantry. A 3-squad counter may be built up from, or broken down into, 1- and 2-squad counters at any time during the owning player's movement. These counters may move together or separately. Infantry counters have different values on the front and back, for ease in "making change."

5.03 Movement through other units. Any unit may move *through* a hex occupied by friendly units, as long as it does not end the movement phase in violation of stacking limits (5.02). A unit may move through a hex occupied by an enemy unit only if that enemy has no attack strength (for instance, a CP, or the train). No other unit may move through or into an enemy-occupied hex except to ram or overrun (see below).

5.04 Ram and overrun attacks. When a player moves one or more units into a hex containing enemy units, a ram (Section 6) or overrun (Section 8) occurs immediately. If you are using the simpler ramming rules, you may not enter an enemy hex with a unit unless it is capable of ramming. For instance, infantry can't ram, so if you are using the ramming rules, infantry may not enter an enemy-occupied hex at all.

BOX THIS IN MOVEMENT, SOMEWHERE NEAR HERE

It can be useful to change the facing on each unit as you move it, to show which units have moved during the turn. Be sure to end the turn by changing facing on the units that you chose not to move, to match the others.

Image: Adjacent hexes containing units of the same side, one faced rightish and one faced leftish.

END BOX

5.05 GEV double movement. A GEV may move *twice* per turn: once before the fire phase, when all other units move, and again *after* combat.

This is shown by the split movement factor on a GEV counter. For instance, a regular GEV has a movement of 4/3. It gets 4 movement points on the regular movement phase, and 3 more after combat.

5.06 Ogre movement points. An Ogre begins the game with 3 movement points (4 for a Mark IV). This will be reduced by damage to its tread units as the game progresses (see the last paragraph of 3.032).

5.07 Road effects on movement. The road has the same effect on all mobile units, regardless of type. A unit which is "on the road" (that is, moving from one road hex to another along the line of the road) can ignore all underlying terrain. A bridge hex is like any other road hex. A unit which moves from a road to a non-road hex, or vice versa, *is* affected by the underlying terrain.

5.071 Road bonus. Any unit which starts its move on the road, and *stays* on the road for the entire movement phase, gets a movement bonus of one additional hex. The unit does not have to move this additional hex – but, if it does, it must continue along the road. It may *not* use the additional hex to leave the road. *Note:* GEVs treat beach, water, and rail hexes as road, and since a GEV moves twice per turn, it can get two bonus hexes per turn.

5.072 Movement through river bridge hexes. Water-going units can pass *under* a river bridge, such the one at hex G1-2013, in either direction. No units except infantry may enter the hex on the bridge and leave on the river, or vice versa!

Some maps have river bridges that show only railroads. Any vehicle may cross the river on such a bridge.

5.08 Other terrain effects on movement. The terrain shown on the map affects movement in different ways, depending on the type of unit moving. All terrain effects on both movement and combat are shown on the Terrain Effects Table, on the player reference sheets.

5.081 Effects on infantry. Infantry normally have M2. They receive the road movement bonus for both road and rail hexes. They can enter water hexes at a cost of 2 movement points, but cannot fire while in water. Infantry may totally ignore all other terrain for movement purposes; they are not slowed by forest, swamp, streams or towns.

5.082 Effects on GEVs. Because of their speed and vulnerability, GEVs are greatly affected by terrain, as follows.

Roads and *water* aid GEV movement. A GEV which starts its turn on either road or water, and spends the entire movement phase on that road or water, may move one extra hex along that road or water. A GEV treats rail and beach hexes as road. Since a GEV has two movement phases each turn, it can get a bonus twice per turn, and move a total of 9 hexes along either road or water.

Note: GEV cannot start a movement phase on road and switch to water, or vice versa, and get the bonus, unless they are connected by beach (see Section 2.019).

Forest and *swamp* are the same to GEVs. A GEV must pay 2 movement points to enter a forest or swamp hex. Furthermore, a GEV ends its movement for the *turn* when it enters a forest or swamp hex. If it enters on its first movement phase, it does *not*

get a second phase. Finally, a GEV entering a forest or swamp hex may become disabled. Roll one die when each GEV enters forest or swamp. A result of 1 or 2 means that unit is disabled; any other result means it is unaffected. A unit disabled by swamp must roll again at the beginning of its next turn. On a roll of 1 or 2, it remains disabled; otherwise, it recovers. Note that the restriction on GEV movement in forests means that it will take a GEV five turns, *at least,* to move through five hexes of forest.

Towns affect GEVs like forest or swamp, except that there is no chance of the GEVs becoming disabled.

Streams delay GEVs. A GEV which reaches a stream must stop and may not cross it until its next movement phase. There is no cost for crossing the stream, but the unit must be next to one at the beginning of its movement phase in order to cross.

5.083 Effects on heavy tracked units. This includes Ogres, Superheavy and Heavy Tanks, and Mobile Howitzers.

Town hexes cost 2 movement points to enter.

Streams and *forests* do not slow them.

Water hexes may not be entered by manned units, but Ogres may enter water at a cost of 2 movement points per hex; an Ogre may always move at least one hex per turn while underwater.

A heavy tracked vehicle entering a *swamp* hex must roll one die; on a roll of 1 or 2, the unit is *stuck.* Place a "Stuck" marker on it. A stuck unit may fire its weapon(s) normally, but may not move for the rest of the game.

Show a STUCK marker

5.084 Effects on light tracked units. This includes Light Tanks, Missile Tanks and Mobile CPs (which are passenger vehicles, large but mostly hollow).

Water blocks all movement. None of these units may enter water hexes.

Streams delay movement; a unit coming to a stream must stop and may not cross the stream until its next movement turn. (In other words, the only way to cross a stream is to start the movement phase next to it.)

Forest and *town* hexes cost 2 movement points to enter.

Swamp also costs 2 movement points to enter. In addition, a unit which enters a swamp hex must stop its movement for that turn and roll one die. A result of 1 or 2 means that unit is disabled; any other result means the unit is unaffected. A unit disabled by swamp may roll to recover at the beginning of its next turn. On a roll of 1 or 2, it remains disabled; otherwise, it recovers. A unit remains disabled as long as its owner continues to roll 1s and 2s each turn.

5.09 Minimum movement. Regardless of other terrain effects, any unit which is capable of moving at all may move one hex per turn, as long as it is not moving into totally prohibited terrain. For example, a Mobile Howitzer (movement of 1) could move its one hex into forest, swamp or town, even though 2 movement points are required to enter those hexes.

5.10 Train movement. The train moves only along the railroad tracks and follows special rules. See Section 9.

5.11 Infantry riding vehicles. Infantry may increase their speed by "hitching a ride" on vehicles. Stacking limits must be followed.

5.111 Rideable vehicles. Infantry can ride the following vehicles:

- Heavy Tank (one squad)
- Light Tank (one squad)
- Superheavy Tank (two squads)
- GEV-PC (three squads)
- Truck (two squads)
- Hovertruck (two squads)

Infantry riding a Truck or Hovertruck are assumed to be riding *inside,* and cannot use their weapons until they dismount. Infantry on other vehicles (below) may fire.

5.112 Combat involving infantry riding tanks. The tank and infantry may both fire normally. (Consider: A tank is a *stable* firing platform, compared to what these infantry are used to.) If the tank + infantry combination is fired on, the attack makes *one* die roll for each attack on the combination, but calculates the odds separately for the tank and infantry and applies the results separately. Example: A Missile Tank fires on a Heavy Tank carrying infantry. The die roll is a 2. The attack is a 3-to-1 on the infantry (so a 2 eliminates it), but only a 1-to-1 on the Heavy (so a 2 has no effect). This procedure is followed in both normal combat and overruns. Spillover fire (Section 7.12) is *not* calculated; the two units are one target.

5.112 Mount/dismount sequencing for infantry. To mount a vehicle, an infantry unit must begin its turn in the hex with that vehicle. The infantry unit may dismount any time thereafter, on that turn or a later one, but may *not* move "on its own" on the turn it dismounts. It may fire normally on the turn it dismounts.

5.12 Leaving the Map. Scenarios will list the sides on which units may move off the map, either to escape or in pursuit of victory conditions. Units which leave on other sides are considered lost to the enemy. No unit may re-enter the map once it has left.

6.00 RAMMING

Ramming takes place during the movement phase. Players should decide in advance whether they will use the (fast, simple) Ramming rules here, or the (more realistic and complex) Overrun Combat rules described in Section 8. Do not use both!

6.01 Ramming. Ramming a unit is accomplished by moving into its hex. Assess the results to both the rammed and ramming unit immediately. Ramming is a standard tactic for Ogres. For other units, ramming is always a suicide attack.

6.011 Limit on ramming. An Ogre may ram no more than twice per turn, or one enemy Ogre per turn.

6.02 Ogre ramming armor units. Any *immobile armor unit* (i.e., a Howitzer or any disabled unit) is destroyed if rammed. Any *armor unit* rammed is disabled on a die roll of 1-3, and destroyed on a die roll of 4-6. The Ogre player rolls the die immediately upon ramming. If the armor unit is only disabled, the Ogre may expend one more movement point, *stay in that hex,* and ram again.

An Ogre loses two tread units (see 3.032) for ramming a Heavy Tank or MHWZ, three for ramming a

Superheavy, and one tread unit for ramming any other armor unit.

6.03 Ramming CPs and buildings. An Ogre may ram a CP, destroying it. A standard CP has no defense strength, so the Ogre is unhurt. Otherwise, the Ogre loses a number of tread units equal to the defense strength of the CP.

For ramming attacks against larger buildings, see Section 11.043.

6.04 Movement after ramming. If an Ogre still has movement left after ramming an armor unit or CP, it may continue to move. However, if loss of tread units due to the ram reduced the Ogre's movement points, it may move only the reduced number of hexes that turn. Example: a Mark V with 41 remaining tread units moves one hex and rams a missile tank. Its tread units are reduced to 40, so its movement is reduced to 2; it may move only one more hex that turn.

6.05 Ogres ramming Ogres. One Ogre may ram another by moving onto its hex. The ramming Ogre immediately ends its movement for that turn in the last hex it occupied *before* ramming.

An Ogre which rams a *larger* Ogre loses five tread units. An Ogre which rams a *smaller* Ogre, or one the same size, loses three tread units. Relative sizes of Ogres are shown on the Size Table on the player reference sheet.

The damage done to the Ogre which was rammed is determined by a die roll. The ramming player rolls one die if his (ramming) Ogre is a Mark II, two dice for a Mark III, and four dice for a Mark IV or V. The total on all the dice is the number of tread units lost by the Ogre which was rammed. Example: A Mark V rams a Mark III. The Mark V automatically loses 3 tread units because it rammed a smaller Ogre. Four dice are thrown. The total shown is 12, so the Mark III loses 12 tread units. On its own move, the Mark III rams back. It automatically loses 5 tread units because it rammed a bigger Ogre. Two dice are thrown for an 8, so the Mark V loses 8 tread units.

Only tread units are lost to ramming attacks.

6.06 Reducing infantry. An Ogre does not actually "ram" infantry, but it may move into an infantry hex as though the infantry were not there. If the Ogre has *any* antipersonnel weapons left, the infantry unit is automatically reduced by one strength point. An Ogre may choose to expend another movement point, stay in the *same* hex, and reduce the infantry again. When all its AP weapons are gone, an Ogre can no longer reduce infantry by entering its hex.

6.07 Ramming by other units. At best, a tactic of desperation . . .

6.071 Armor units ramming Ogres. An Ogre is a big target; any armor unit may ram an Ogre by moving onto its hex. The Ogre loses one tread unit automatically; the armor unit is destroyed.

6.072 GEVs ramming other armor units. The GEV is always destroyed. The other unit suffers an attack of strength 4, which may not be combined with other attacks.

6.073 Ramming by other units. Other units are not maneuverable and/or heavy enough to ram, unless the target is the train, as described in Section 9.

6.08 Ramming the train. See Section 9.

6.09 Combat in same hex. If an Ogre ends its movement in the same hex with an enemy unit, and that unit is not destroyed by the Ogre's entry, the Ogre may attack it in the combat phase as if they were in adjacent hexes. If the enemy unit survives and is not disabled, it may move out during its own movement phase and attack normally, or it may remain in the Ogre's hex and attack the Ogre as if they were in adjacent hexes.

7.00 COMBAT

7.01 Sequencing. The combat phase occurs after the regular movement phase. Units do *not* get another attack phase after GEV second-phase movement.

7.02 Attack Strength and Range. The left side of each armor and infantry counter shows two numbers separated by a slash – e.g., 4/2. The first number shows the unit's *attack strength*. The second number shows its range – that is, the maximum number of hexes at which that unit may attack. (Note that there are no limitations for line of sight. All units are capable of indirect fire and may attack anything within their range.)

7.03 Defense strength. The right side of each armor and infantry counter shows its *defense strength* – e.g., D2. This is the only stat shown on the disabled side of an armor counter, because disabled units cannot move or attack, but can still defend.

Image of counter, all grayed out except for the combat factor and D number.

7.04 Ogre weapon stats. An Ogre has a number of different weapons, each with its own attack strength, range, and defense strength. These are shown on the Ogre record sheets.

7.05 Attacks. Each armor and infantry unit may apply its attack strength once per turn. Each Ogre weapon may apply its attack strength once per turn until it is destroyed, with the following exceptions:

7.051 Ogre AP weapons. Ogre antipersonnel weapons are effective only against infantry and the CP. No infantry unit may be attacked more than once per turn by AP.

Note: Any weapon may be used against infantry. AP weapons are useless against anything *but* infantry, CPs, and other targets as designated in scenarios.

7.052 Missiles. Each Ogre missile is a one-shot weapon. Once used (or if destroyed before firing), it is gone; mark it off the Ogre record sheet.

7.053 Missile racks. An Ogre missile rack has no attack strength of its own. It can fire one missile per turn as long as the Ogre has internal missiles remaining.

7.06 Combining attacks. Any number of units and/or Ogre weapons may combine their attack strengths into an attack on any single target *except* Ogre treads (see 7.132 for attacks on tread units).

7.07 One target per attack. An attack must be made against one designated target only – either a given unit, or a given weapon (or number of tread units) on an Ogre. An attack strength may never be divided between targets. A Missile Tank could fire at 1-to-1 on one Ogre secondary

battery, but not at 1-to-2 on *two* secondaries at once.

7.071 Multiple infantry targets. Exception to the above: A 2-squad or 3-squad infantry counter may divide its attack strength between targets. For instance, a 2/1 infantry could attack one GEV at 1-to-1, or two different GEVs at 1-to-2 each, or the *same* GEV twice at 1-to-2 each time. Infantry cannot divide itself into attack strengths of other than whole numbers – no fractions.

7.08 Timing. A player may make his attacks in any order and may observe the results of each attack before announcing and carrying out the next, in order to most efficiently use his strength. However, a player must always announce *what* he is attacking, what he is attacking *with,* and the *odds, before* rolling the die – i.e., "All right, I am now attacking that Missile Tank *there,* with three guns from the secondary battery, which is a 4-to-1."

7.09 Successive attacks. Any number of successive attacks may be made against any unit or Ogre weapon in one turn, provided that each attacking unit or weapon fires only once.

7.10 Attack resolution. Each attack is resolved by comparing the attack and defense strengths of the units involved, and then rolling a die.

Specifically: For each attack, all attack strengths involved are totaled, and then compared with the defense strength of the target in ratio form. This ratio is then reduced *in the defender's favor* to one of the ratios shown on the Combat Results Table. In other words, the *target* of the attack gets the benefit of the rounding-off. Examples:

- 2 attack points against 1 defense point would be a "2-to-1" attack. 4 against 2, or 6 against 3, would also be a 2-to-1.
- 2 attack points vs. 2 defense points = 1-to-1.
- 3 attack points vs. 2 defense points = Still only a 1-to-1. There's not enough attack strength for a 2-to-1 attack, so it rounds down to the 1-to-1 column.
- 2 attack points vs. 3 defense points = 1-to-2.
- 6 attack points vs. 1 defense point = 6-to-1 (treated as 5-to-1; see the CRT).

Once the attack odds have been determined, the attacker rolls the die and consults the proper column of the CRT to find the result. Results are applied immediately.

No matter where else we put the CRT, there should be a copy right around here. Allow a quarter-page, or just create the CRT now. Same as for the past 30 years.

7.11 CRT results. Three possible outcomes are shown on the Combat Results Table.

- An NE indicates "no effect" to the unit attacked.
- An 'X' indicates destruction of the unit attacked; remove it from the board.
- The intermediate result is a 'D'. When an infantry unit receives a 'D' result, it is immediately reduced by one strength point. When an armor unit receives a 'D' result, it is

"disabled." A disabled unit cannot fire (except during overrun combat) or move; turn the counter over. If it receives another 'D' result while disabled, it is destroyed.

A unit disabled by enemy fire recovers after one *full* enemy turn has passed. If it is disabled on its own turn, it remains disabled through the enemy turn and can move on its own next turn. If it becomes disabled on an enemy turn, it remains disabled through that enemy turn, through its own turn, and through the next enemy turn; it then recovers. In other words, if you disable a unit, you can shoot at it for the rest of that turn, and for your next turn, while it's disabled.

A 'D' result does not affect towns, bridges, roads, railroads, the train, or Ogres. Its only effect on a mobile CP is to immobilize it temporarily, as per armor units.

7.111 Spillover CRT results. When spillover fire (7.12) occurs, each result on the CRT is "taken down" one step. A 'D' result is read as 'NE', and an 'X' is read as a 'D'. To affect a unit with a spillover, you must roll an 'X' – and then it counts only as a 'D'.

7.112 Overrun CRT results. When an overrun attack (Section 8) occurs, treat any 'D' or 'X' result to non-Ogre units as an 'X'. Only a *true* 'X' affects an Ogre weapon, though.

7.12 Attacks on stacked units: spillover fire. When units are stacked (that is, when more than one counter is placed in the same hex), they may be attacked as follows: The attacking player declares *one* of the counters to be the "target" of the attack. The attack on the target is resolved normally. Each *other* unit counter in the hex then immediately suffers an attack at half the strength used in the attack on the target; this represents "spillover" fire and blast effect. When a unit suffers spillover fire, all combat results from the CRT are reduced in effect: An 'X' on the CRT is treated as a 'D', and a 'D' is treated as "no effect." Units can be disabled by spillover fire, but (except for single squads of infantry) never eliminated. Example: A Heavy Tank, Missile Tank and infantry 1/1 are in the same hex. The hex is fired on by a Howitzer (attack strength 6); the Heavy is the target. Its defense is 3, so it suffers a 2-to-1 attack. At the same time, the other two units in the hex each suffer a half-strength (that is, attack strength 3) spillover attack – which would be a 1-to-1 on the Missile Tank and a 3-to-1 on the infantry. Each of the attacks is resolved separately.

If the optional rules for damaging and destroying terrain are being used, spillover attacks are also rolled against the terrain. See Section 10.012.

7.121 Attacks on stacked infantry units. When a stack containing several infantry units undergoes an attack, the owning player may determine how they are grouped. For instance, 5 squads of infantry could be attacked as a 3 and a 2, or as a 2, 2 and 1, or as five 1s . . . etc. It is up to the *owning* player to determine how the squads are deployed; the enemy then decides which will be the target. In an overrun attack (below), though, each squad is always a separate unit.

7.122 Units affected by spillover fire. All units (friendly or enemy) in a hex are affected by spillover fire, except: (a) a unit's own fire does not spill over onto it, and no spillover fire is calculated in an overrun; (b)

separate spillover fire is not calculated for a tank and the infantry riding it (Section 5.11); (c) a "spillover" attack on a town hex (*not* the units in it, but the *town* itself) is always resolved at full strength, not half strength.

7.13 Attacks on Ogres. Any unit firing on an Ogre must specify the target it is attacking: either one specific weapon or the Ogre's tread units.

7.131 Attacks on Ogre weapons. If weapons are the target, the attack strength of the attacker(s) is compared with the defense strength of the weapon attacked. Example: A Missile Tank could fire on a gun from the secondary battery at 1-to-1, a missile at 1-to-1, an AP gun at 3-to-1, or a main battery at 1-to-2. A Howitzer could attack a secondary at 2-to-1, and so on. An 'X' result on the CRT means the target weapon is destroyed. 'D' results do not affect Ogres.

7.132 Attacks on Ogre treads. If the Ogre's tread units are the target, the attack is always at 1-to-1 odds. In other words, after the attack is announced, the attacker rolls the die, and on a roll of 5 or 6 ('X' at 1-to-1 on the CRT), the Ogre loses a number of tread units *equal* to the attack strength used. Each unit attacking treads must do so individually. Thus, a successful Heavy Tank attack on treads would cost an Ogre 4 tread units.

7.133 Destroying Ogres. An Ogre is not destroyed until all its weapons and tread units are gone. However, a lone, immobile Ogre is helpless; if the game reaches that point, it is as good as over.

7.14 Terrain effects on combat. Several types of terrain give a defense bonus to units in them, or limit the attack ability of units in them.

7.141 Forest, swamp, and rubble. Forest, swamp, and rubble hexes double the defensive strength of infantry. They do not affect the defensive strength of other units.

7.142 Towns. Town hexes triple the defensive strength of infantry, and double the defensive strength of all other units, including the train. A town hex gives a D0 CP a defense of 1. When Ogre treads are the target in a town, they are destroyed only on a roll of 6.

7.143 Defensive terrain and roads. A unit on the road gets the full defensive bonus of the terrain in its hex.

7.144 Water. An infantry unit in a water hex may not attack; its defense strength is unaffected. A GEV on water attacks and defends normally. An Ogre submerged in a water hex may not attack. It may not be attacked except by Howitzers, Mobile Howitzers, and Ogre missiles. Furthermore, all attacks made against the Ogre are at half strength.

7.15 The train in combat. See Section 9.

---------- BOX?----------

Figure goes here, showing the map and counters described below. This is exactly the same figure as in previous editions - just re-create it with the new map, counters, and record sheet. (Richard, we have not rebuilt the record sheet yet, but it will be about the same dimensions as the ones on the minis box.)

EXAMPLE OF PLAY

This is a section of the map and an example of an Ogre record sheet for an actual game. The Ogre has fired both its missiles. It has lost two secondary battery guns, three antipersonnel weapons, and 22 tread units – so it is down to 2 movement points.

If it is the Ogre's fire phase, it could (for instance) fire the main battery against the GEV at 0511 (2-to-1), one secondary on the heavy tank (1-to-1), one secondary on the GEV at 0111 (1-to-1), 3 AP on the infantry 3 (1-to-1) and 2 AP on the infantry 1 (2-to-1). It cannot fire on the howitzer or the missile tank; they are out of its range.

The Ogre could also combine its fire; for instance, it could, instead of the above attacks, use both secondaries on the GEV at 0111 (3-to-1) and then, if it wished, fire on that same GEV again with the main battery (2-to-1). Or it could fire both secondaries and the main all together (5-to-1 – a sure kill).

If it is the defending player's fire phase, he might (for instance) fire the heavy tank against the main battery (1-to-1), missile tank against one of the secondaries (1-to-1), GEV at 0111 against a main battery (1-to-2), adjacent infantry units against treads (always at 1-to-1), and howitzer against a secondary (2-to-1). The infantry at 0309 and the GEV at 0511 are out of range and cannot fire.

The defense would also have the option of combining fire from the various units in order to get improved odds.

If it is the beginning of the Ogre's movement phase, it could go to 0109 (ramming the heavy tank), 0309 (running over two infantry units) or any other non-crater hex within 2 of its present position.

end box if we had one

8.00 OVERRUN COMBAT

Overrun combat uses the combat rules described above, but takes place during the movement phase. Players should decide in advance whether they will use the (fast, simple) Ramming rules in Section 6, or the (more realistic and complex) Overrun Combat rules described here. Do not use both!

8.01 Initiating an overrun. The moving player (attacker) initiates an overrun by moving one or more units into an enemy-occupied hex. Overrun combat is settled immediately, before the attacker's movement phase continues.

8.02 Attack strength in overruns. Attack strengths of infantry and Ogre weapons are doubled in overrun attacks, whether they belong to the attacker or the defender. *Disabled* units may fire in an overrun situation: any disabled unit in an overrun hex may fire at half its attack strength. Any CP has an attack strength of 1 in an overrun (1/2 if it is disabled). All other units have normal attack strengths.

8.03 Defense strength in overruns. Defending units in an overrun attack get their normal defensive multipliers, if any, for the terrain in that hex. The attacker in an overrun does *not* get any bonus; all attacking units defend at their printed strengths.

8.04 Resolving an overrun attack. When an overrun takes place, all infantry units in that hex are divided into 1-squad units, and all units in that hex (on both sides) are removed to a spot beside the board. Combat will take place between *those units only* until only one player has units left.

Overrun combat is resolved in "fire rounds." The *defender* has the first fire round. Each of his units from that hex (including disabled ones) fires once. Any attacker receiving *either* a 'D' or 'X' result is removed. Surviving attackers (including any disabled due to terrain when entering the hex) may then return fire, and any defending unit receiving either a 'D' or 'X' is removed. Surviving defenders then fire again . . . and so on until all units on one side are gone.

Note: Spillover fire (7.12) is not calculated in an overrun, because shots at close range will be better aimed. However, these well-aimed shots mean that units receiving a 'D' result during an overrun are considered destroyed, instead of just disabled.

Units can combine fire, or fire in succession on one target, just as in a regular attack, as long as no unit fires more than once per fire round.

8.05 Ogre overrun rules. Ogres in an overrun situation follow the above rules, except:

8.051 Disarmed Ogres. If an Ogre loses all its guns during overrun combat, it is removed from the overrun combat after two further enemy fire rounds and replaced in the hex. Thus, when Ogres are involved, overrun combat may end with opposing units still in the same hex. If that Ogre was an attacker, it may then use any movement points it has remaining to leave the hex.

8.052 Ramming during overruns. In an overrun, an Ogre may ram any one enemy unit (except infantry), at the end of its first fire round. If the target was anything but another Ogre, it is destroyed and the Ogre is undamaged. If one Ogre rams another after the first fire round, damage to each is calculated as given in Section 6.05. An Ogre may only ram one unit per overrun combat.

8.06 Movement and stacking before overruns. Since an overrun takes place *during* a movement phase, more than five units may participate in an overrun attack. However, the stacking limit of five *must* be observed at the end of the movement phase, even if the attacker must lose units to comply. It *is* permissible to bring units different distances to let them participate in the same overrun. For instance, one GEV could move one hex into an enemy hex; another could move two hexes, and another four, into the same hex; the attacker could then declare the overrun and all three GEVs would participate.

8.07 Overrun situations on water hexes. GEVs are unaffected by water. Ogres and infantry can enter water hexes, but cannot attack while there. Therefore, GEVs may sometimes overrun Ogres or infantry in the water, or vice versa. An overrun by GEVs has no effect on an underwater Ogre, and vice versa. Hostile Ogres may fight each other underwater, using missiles only. An overrun between GEVs and "swimming" infantry destroys the infantry (they cannot fire back). Hostile infantry

units and Ogres may occupy the same water hex without combat.

8.08 Resuming play after an overrun. Return all surviving units to the contested hex. The attacker's movement phase continues. If he won the overrun attack, and any of his surviving units have movement points left, they may continue to move, and may participate in another overrun. Any of the attacker's units which had not yet moved may now move freely through the contested hex.

8.09 Notes on overruns. Obviously, the defender has a great advantage in a situation where the attacker runs right into his guns. Infantry is powerful in an overrun; their weapons are more effective at close range, and their reactions are better. An Ogre's robot reflexes make it deadly at close quarters, too.

Even a disabled unit can fight in overrun combat. Every vehicle carries a computer to aid in movement and fire control; should the crew be knocked out, the tank will continue to protect itself against immediate dangers. It won't maneuver or make long-range shots – but it can take advantage of local cover and fire on enemies nearby.

It will rarely be to the attacker's advantage to make an overrun unless he has a strongly superior force, or *must* clear a hex to open a line of movement. Overrunning a position in any but clear terrain is expensive. Overrunning an Ogre is usually suicide. Overrunning *with* an Ogre will clear out almost any position – but the Ogre may be badly battered in the process.

If the optional rules for damaging and destroying terrain are being used, overrun attacks automatically damage the terrain. See Section 10.012.

9.00 THE TRAIN

A train may be used as a scenario objective, trying to escape from attackers, or as a source of reinforcements. Trains move only along the railroad lines.

9.01 Train counters. A standard train is made up of two counters. The train's defense strength is always 3. In some scenarios (9.031) it also has an attack strength.

TRAIN COUNTER IMAGE HERE

9.02 Train movement. The game includes three types of train counter. Two are "front" counters; each side represents a different speed of the train, with two movement numbers. For instance, M4/5 means that the train may move forward either 4 or 5 hexes (owning player's choice). The train must move one of the two distances shown by the counter representing it at the *beginning* of the turn.

The train must *always* go forward unless it begins the turn represented by the M0/1 counter. In this case, it may either go one hex forward, stand still, or reverse and go one hex in the other direction. There is one "rear" counter, with no stats. One side represents the undamaged rear half of the train. It follows, and remains connected to, the front half, unless it is destroyed. The other half represents the destroyed rear half of the train. It blocks rail movement.

9.021 Changing speed. At the *end* of each turn, the player owning the train may change its speed by one counter faster or slower. That is, if its speed was M2/3, he may change it to M0/1 or to M4/5. If it was M4/5, he may change it to M2/3 or to M6/7. If it was 6/7, it may go only to 4/5; if it was 0/1, it may go only to 2/3. Of course, the speed may always stay the same.

Note: The "front" counter is only a reminder of which way the train is going. It has engines at each end and is capable of equal speed in either direction.

9.022 Terrain effects on train movement. The train moves only along the rail hexes, and ignores all terrain over which the rails pass.

9.023 Stacking rules. The train does not count against stacking limits.

Unless the train is armed (9.031), enemy units may enter its hex freely.

9.024 Running off the rails. If the train moves into a hex where the rails are cut, it is destroyed.

9.025 Paired tracks. A scenario with more than one train may specify that there are two (or more) sets of tracks on the rail line. If each train is on its own track, they may pass one another. Destruction of a rail hex still cuts all lines within the hex.

9.03 Attacks on the train. The train's defense strength is D3. *Either* counter of the train may be attacked. Only an 'X' result affects the train.

If an attack destroys the rear of the train (or either half of a train standing still), the damaged half is replaced by the destroyed-train counter, but the other half of the train is not affected. If an attack destroys the front of a moving train, the whole train is destroyed; remove the counters.

If a train counter is destroyed, the rails in that hex are also destroyed; this may matter for victory points.

9.031 Armed train. The defender may exchange up to 4 armor units for train guns. For each armor unit given up, he can put one 4/2 gun on *each* of the train counters (thus, if he exchanges 4 armor units, the train will have 8 attacks, each with a strength of 4 and range of 2, per turn). These guns have no separate defense strength; if the train counter goes, they go.

In an armed-train scenario, the counters may separate. Each is then treated as a one-counter train.

9.032 Terrain effects on train defense. If the train is in a town hex, its defensive strength is doubled. Other terrain does not affect the train's defense.

9.04 Overrun attacks on the train. If an unarmed train overruns, or is overrun by, a unit with a regular combat strength, it is destroyed. Even a disabled unit can destroy the train if it is in the same hex. Exception: An overrun onto the rear counter of the train, or either counter if the train is not moving, destroys only that counter.

If the train is armed, treat the overrun (or overrunning) hex of the train just like any other unit in resolving overrun combat.

9.05 Ramming the train. Ogres and armor units may ram a train counter by moving onto its hex, even if ramming rules are not otherwise in use.

If an Ogre rams a train counter, the train counter is destroyed. The Ogre immediately loses half its tread units (rounded up), suffers a 2-to-1 attack against each of its other components,

and ends its movement. (Note that if an Ogre has no weapons left except AP, ramming is the only way it can attack the train.)

If a regular armor unit rams the train, the ramming unit is destroyed. The train counter suffers a 1-to-1 attack if the ramming unit was a GEV, and a 1-to-2 attack if the ramming unit was any other armor unit.

9.06 Collisions. The owner of any unit in a rail hex may declare that that unit is on the track. If the train, during its own movement, rams a unit on the track, the result is the same as if that unit had rammed the train.

9.07 Reinforcements from the train. A scenario may allow an unarmed train to bring in reinforcements. Each half of the train may carry up to four units' worth of armor. 3 strength points of infantry may be substituted for each armor unit.

Infantry may fire normally from the train. Other units may not fire.

Infantry may leave the train freely at the beginning of any turn. Armor units may only leave the train if it is standing still. Only one vehicle per turn may exit each half of the train, and it stays in the same hex on that turn.

If a train counter is destroyed, each infantry unit on board suffers a 1:1 attack; survivors are free to move on their next turn. Armor units also suffer a 1:1 attack, and survivors are considered "stuck," as if they were in a swamp. If a scenario allows non-combat units (such as trucks) on board, they should be destroyed if the train is destroyed.

10.00 CRUISE MISSILES

Cruise Missiles are big, destructive weapons which can unbalance a game. Don't use them in scenarios where there is only one target, because then the game comes down to one die roll. Players should not add Cruise Missiles to their forces until they have some experience. The best defense for Cruise Missiles is Lasers (Section 12).

10.01 Background. Large missiles are very expensive, and vulnerable to defensive fire – especially from heavy lasers. However, they can still be cost-effective if used properly. A battlefield Cruise Missile has its own computer brain, steering jets, and enough BPC shielding to protect it from near misses; it flies only a few feet above the ground. Most Cruise Missiles are fired from protected sites in rear areas, but Missile Crawler units are available to take them close to the front when necessary.

10.02 Firing. One turn represents four minutes. In that time a Cruise Missile can reach any point on the map (however big the map is) – unless it is intercepted. However, the farther the missile travels, the more likely it is to be successfully tracked and shot down. When a player wishes to fire a Cruise Missile, he does so during his attack phase. The missile starts at its crawler and *immediately* moves one hex at a time, by the route specified by its owner, until it is intercepted, or its owner states that it has reached its target and is exploding. (A missile counter is provided, but a pointing finger will suffice.) Once a Cruise Missile is fired, it is tracked to its destination and its fate resolved before any more actions occur.

10.021 Fratricide. The explosion of a Cruise Missile will knock down any

other missiles in the air nearby. Therefore, on any turn when a player wishes to fire Cruise Missiles, he must *write down* the number of missiles being fired, and each target hex. If a missile explodes, all other missiles aimed at that hex, or at any other target within six hexes of the explosion point, are *lost*; they are considered to have been fired simultaneously, and destroyed by the explosion. Furthermore, no other Cruise Missile, whatever target it is aimed at, may pass within 6 hexes of the explosion site on that turn.

10.03 Interception. A Cruise Missile may be attacked by any enemy unit when it passes within that unit's attack range. Since the missile travels so quickly, each interception attempt is a single quick shot at low odds – but it takes little time, and does not affect the unit's ability to move and fire on its next turn. Disabled units may not attempt interception.

10.031 Movement and interception procedure. The attacking player indicates the missile's path, one hex at a time, counting each hex as it is entered. As each hex is entered, the defending player may attack the missile with any unit in range of that hex. A successful attack, as shown on the table below, destroys the missile. A unit may fire at the missile at any time while the missile is in range, but no unit may attempt interception more than once against any single Cruise Missile. (Exception: Ogres and Superheavy Tanks may fire once with each weapon they have.) If two or more Cruise Missiles are fired during the same turn, each unit in range *may* attack each missile separately.

10.032 Attack odds. When attacking a Cruise Missile, a unit rolls two dice. The indicated result destroys the missile. Note that the attacking unit receives a bonus if the missile is more than ten hexes from its hex of origin. The farther a missile travels, the easier it is to track and kill.

ATTACKS ON CRUISE MISSILES – ROLL TWO DICE

Any armor unit with attack strength 1 or 2 12

Any armor unit with attack strength 3 or more ..... 11 or better

Each individual squad (1/1 unit) of infantry ..... 11 or better

Each Ogre main or secondary battery ..... 10 or better

Each Ogre missile ..... 9 or better

Laser or Laser Tower ..... 9 or better

Missile has traveled more than 10 hexes from its origin ..... +1 to roll

Missile has traveled more than 15 hexes from its origin ..... +2 to roll

Missile has traveled more than 20 hexes from its origin, OR missile was fired from off the board ..... +3 to roll

10.033 Premature detonation. When a Cruise Missile is successfully attacked, the owning player rolls one die. On a roll of 1-5, the missile is simply shot down. On a roll of 6, the missile explodes in the hex where it was intercepted! Results are as in Section 4.04, below.

10.04 Detonation. When a Cruise Missile reaches its specified target hex, after the defending player has completed all interception attempts in that hex, the attacker announces that the missile is exploding. A Cruise Missile carries a nuclear warhead sufficient to devastate an area over a kilometer across. When such a missile explodes, remove all units, buildings, etc., in the hex it strikes. Place a crater marker in that hex, unless it is in a lake or river. Units and terrain in nearby hexes may also be affected by the radiation and shockwave, depending on their type and their distance from the explosion, as follows:

EFFECTS OF MISSILE EXPLOSION

UNIT TYPE	**RESULTS**				
	X	*4-1*	*2-1*	*1-1*	*1-2*	*NE*
Any D0 unit or *any* GEV*	2	3	4	5	–	6+
Dl armor unit or CP	2	–	3	4	5	6+
D2 armor unit or CP	1	2	3	4	–	5+
D3+ armor unit, train, or CP	0	1	2	–	4+	3+
Infantry (each squad)	1	_	2	3	–	4+
Town or forest hex	3	4	5	6	–	7+
Road, railroad, or bridge	0	–	1	_	2	3+
Ogre (each component)	0	–	1	_	2	3+
Building (20 or fewer SP)	0	–	1	_	2	3+
Building (21-50 SP)	0	–	–	1	–	2+
Building (over 50 SP)	0	–	–	–	1	2+

To use this table, find the unit type in the first column. Read *across* to the distance from that unit to the explosion. Then read *up* to find the result: automatic destruction (X), no effect (NE), or an attack at a specified odds ratio.

If the target unit is in *woods or swamp*, treat it as being one hex farther from the explosion. If it is in a *town* hex, treat it as being two hexes farther away. *Infantry* units in a *rubble* hex are also treated as being two hexes farther away.

When structure points of a building, or Ogre treads, are the target, divide the total number of SPs or tread units into groups of 5 and roll one attack against each group. An "X" result destroys that group of 5; any other result has no effect. If a damaged building is the target, use its current SP value, rather than its original value, to determine which line of the table to read.

* When a D0 unit or CP is hit by the shockwave, roll as for any other unit. A "D" result has no effect on CPs, and disables trucks and other D0 units.

10.05 Off-board missiles. Some scenarios allow one player to use Cruise Missiles fired from off the board – i.e., from protected sites some distance away. These missiles are treated exactly like crawler-fired missiles except that:

a) The scenario will specify an "origin area" for each off-board missile. The missile must enter from this area.

b) Since an off-board missile has already traveled a long way before reaching the combat zone, the enemy is assumed to have tracked it already, and each unit firing on it gets an automatic +3 bonus to its roll. No further bonus is received, no matter how far the missiles travel once they are on the map.

10.06 Recovering crawlers. Once a missile is fired, a crawler has no further combat value for that game. However, it represents a large investment. If a crawler is destroyed, the opposing player scores 6 VP.

10.07 VP value of missiles. Missiles are expensive. When a missile is expended, the opposing player scores 12 VP.

11.00 BUILDINGS

11.01 General. The CP units in ***Ogre*** and ***G.E.V.*** represent small structures, protected mostly by ECM and perhaps a few inches of BPC or a few feet of earth. The town hexes are assumed to consist of ordinary wood and brick buildings. A large structure, built from steel and concrete and armored as heavily as an Ogre, is much sturdier. No single attack with anything less than a Cruise Missile will destroy such a building.

11.02 Building Types. There are five different types of building counter; see Section 3.05 for descriptions. Buildings of a given type may vary in the number of Structure Points (SP) they have, since some are more strongly built than others. Scenarios will specify building types and SP.

11.03 Structure Points. The strength of each building is measured in Structure Points (SP), as shown on a separate Structure Point marker. When a building is attacked, it loses structure points; keep track of this on a piece of paper, using the building's hex number to identify it. When a building's structure points are reduced to 0, it is destroyed.

11.04 Attacks on buildings. Buildings may be attacked by regular fire, in an overrun attack, or by ramming.

11.041 Regular attacks. Any unit with an attack strength may attack a building. AP weapons have no effect on buildings, but all other weapons *automatically* hit if fired at a building within range. Any weapon does damage equal to twice its attack strength. Thus, an Ogre main battery, with an attack strength of 4, would do 8 SP damage to a building.

Halve the strength of regular attacks against a structure if it is in a town or forest.

11.042 Overrun attacks. When a building is attacked in an overrun – i.e., when the attackers are in the same hex as the building – each attack does damage equal to *four* times the weapon's attack strength. Each unit or weapon may only attack a building twice per overrun, regardless of the number of "fire rounds" that are exchanged between the attacking units and any defenders in the hex. Note, though, that attackers which still have movement left after an overrun *may* expend another movement point, stay in the same hex, and make *another* overrun attack!

Halve the strength of overrun attacks against a structure if it is in a town or forest.

11.043 Ramming buildings. An Ogre may ram a building as though it were ramming a larger Ogre (Section 6.05). Thus, any Ogre loses five tread units each time it rams a building. The damage an Ogre or other unit does when it rams a building is governed by the size of the ramming unit, as follows:

Mark VI: seven dice
Mark V, IV, Fencer: five dice
Mark III: three dice
Mark II, GEV, or Superheavy: two dice
Mark I, Heavy Tank, GEV-PC, Hovertruck: one die

Other units cannot damage a building by ramming.

Note that in each case Ogres do one more die of damage against a building than they do when ramming other Ogres. Some other units can ram buildings. A Heavy Tank, like a Mk. I, has 15 tread units for ramming purposes. Thus, it can ram a large building three times and is then considered permanently disabled. Likewise, a Superheavy has 25 tread units for ramming purposes. GEVs, GEV-PCs, and hovertrucks can only damage a building by crashing into it at full speed – which, of course, destroys the hovercraft as well. Other units are too slow, or too light, to affect a building by ramming.

11.044 Other attacks. Buildings are not affected by spillover fire. They *do* receive a defensive bonus if located in town or forest hexes; halve the strength of any attack except an overrun or ram.

11.05 Stacking. Any number of buildings may be placed in a single hex. Buildings do not count against the stacking limit for armor units in a hex. Other units derive no protection from being located in the same hex as a building.

11.06 Building identification. Each building counter shows only the word "Building" on the reverse side, to allow scenarios in which some or all buildings are unidentified at the beginning of combat. In such a case, a building counter is turned right-side-up, and the building identified, when any enemy unit passes within 3 hexes.

12.00 LASERS

12.01 General. Laser units are structures housing heavy laser weapons. They are primarily intended for missile defense, but can also be directed against attacking units. Defensively, they are buildings with Structure Points; see Section 11, above.

12.02 Standard Lasers. A "standard" laser unit is a ground emplacement. It has a range of 30 hexes. Its line of fire is blocked by any raised terrain – i.e., forest, swamp, towns, or rubble (including rubble lines in ***Ogre***). It also cannot attack any unit in such terrain, or any missile over such terrain.

6.03 Laser Towers. A laser tower mounts the same type of laser that a standard emplacement does. Its height makes it more vulnerable, but also gives it a much greater range: 60 hexes. A laser tower can fire *over* any type of terrain, but cannot attack a unit that is actually *in* a town, swamp, forest, or rubble hex. Exception: a laser tower can always fire on a Cruise Missile in range, because the missile flies over terrain rather than hiding within it.

This would be a great place for the Laser Tower blueprint image that appeared in Ogre Miniatures.

12.04 Attacks against Cruise Missiles. Each laser or laser tower can fire once at any Cruise Missile that comes within its range. The chance of a hit is determined by the table in Section 10.032. A hit destroys the missile.

12.05 Attacks against Ogre missiles. A laser or laser tower can attempt to intercept an Ogre missile

on the turn it is fired. No other unit may do so – the Ogre missile is much smaller and faster than a Cruise Missile. To hit an Ogre missile, the laser must roll a "9" or better on two dice. (Missiles from a Missile Tank are too small and fast for a laser to attack at all.)

12.06 Attacks against other units. Any laser or laser tower can fire at enemy units within range. It has an attack strength of 2. Note that if a laser fired at a missile during the *previous* enemy turn, it may not attack enemy units.

12.07 Damage. When a laser or laser tower is reduced to 10 SP, it is "damaged." It can no longer fire. However, the enemy receives no victory points until the laser is completely destroyed.

12.08 Spillover fire. A laser attack does not give spillover fire on units stacked with the target.

12.09 Overruns. A laser being overrun fires at double strength (4), because of the close range. However, a damaged laser does not fire at all.

13.00 OPTIONAL RULES

These rules may be used to add further detail and complexity when the basic game is fully mastered. They may be used in any combination.

13.01 Damage to terrain and roads. Damage to terrain can be tactically useful, and is an objective in some scenarios. Each hex has a defense strength of 4 and may be attacked separately, as though it were a unit.

If a town or forest hex gets a 'D' result, it is damaged. All roads through that hex are cut. Place an overlay that shows the same terrain, cratered. It will cover the road. Effects on unit movement and defensive strength are unchanged.

Show a couple of "damaged terrain" overlays - say, one town, one forest.

If a damaged town or forest hex gets another 'D" result, or if an undamaged town or forest hex gets an 'X' result, it is turned to rubble. Place a rubble overlay (see below) on the hex. Ogres treat rubble as though it is forest. Other units treat rubble as though it is swamp. Any road or railroad through the hex is cut.

A clear or swamp hex can be attacked, as above. A D result cuts the road or railroad, but no result changes the terrain type. Place an overlay showing the same terrain type, covering the road.

13.011 Weak attacks. In the event that a hex is attacked by a lone unit with an attack strength of 1, allow it a 1-2 attack on every second turn.

Show a RUBBLE overlay. There's only one kind.

13.012 Spillover and overrun damage to terrain. If a regular attack is made against a unit in a town or forest hex (or any hex containing a road or railroad), a half-strength spillover attack is rolled against the hex's defense of 4. As with other spillover attacks, 'D' results are ignored, and 'X' counts as' D'. This means only attacks with a strength of 4 or more can have any spillover effect on the terrain!

When *overrun* combat takes place in an undamaged hex, the hex becomes damaged *as of the end of the turn*,

regardless of the size of the combat. Place an overlay. If it was already damaged, it does *not* become rubble, because the weapon fire in overrun combat is more accurately directed at its actual targets and less likely to destroy the whole area.

13.013 Automatic destruction of roads and railroads. The road or railroad in a hex is cut if the hex is damaged or turned to rubble (see 10.01 above). However, any attack against a road or railroad by a unit in the same hex will destroy it automatically. Place a "damaged" overlay, and treat the hex as though it consisted only of the underlying terrain.

13.02 Destruction of bridges. Where a road or railroad crosses a stream hexside, there is a stream bridge with a defensive strength of D6. A stream bridge lies in two hexes and can be attacked by firing at either hex. Fire on both of its hexes can be combined for effect. Only an 'X' result destroys a bridge. Destruction of a bridge cuts the road there. Place a small "bridge out" overlay showing a stream with a downed bridge.

If a stream bridge is attacked by a unit in one of its own two hexes, it is automatically destroyed.

Stream bridges are considered to be BPC-armored, and are not affected by anything except direct attacks.

13.021 Destruction of large bridges. A bridge which crosses a full hex (G1-2013, G2-1605 and 1609) has a defense strength of 8. A river bridge lies in three hexes – the river hex and the adjoining road hexes – and can be attacked by firing at any of them. Fire on all of its hexes can be combined for effect.

If a river bridge is destroyed, place a "Bridge Out" overlay on it. GEVs can no longer cross the river surface in that hex – and, of course, units cannot cross the river on the destroyed bridge. No units may enter that hex *at all* except Ogres and infantry (which treat the hex as swamp). Any unit on the center hex of the river bridge when the bridge is destroyed goes with it, *except* an Ogre. An Ogre falls into the river in that hex. Four dice are rolled; this is the amount of damage done to the Ogre's treads. Each other component of the Ogre immediately suffers a 1-to-1 attack.

If a river bridge is attacked by a unit in one of its own three hexes, it is automatically destroyed.

River bridges are considered to be BPC-armored, and are not affected by anything except direct attacks. *Exception*: An attack on a unit *on the center hex of the bridge* is rolled as a separate attack, of the same strength, on the bridge itself.

13.03 Ogre equivalents. Ogres may be substituted for armor units when purchasing units. The following table tells how many armor units each Ogre is "worth." For example, if a scenario calls for 30 armor units, a player could instead take an Ogre Mark II (worth 9 armor units) and 21 armor units.

Unless a scenario specifically suggests substituting Ogres, using these equivalents is *always* optional. Some scenarios will become badly unbalanced by the addition of an Ogre, especially a big one. The Mark VI is not recommended for scenarios that use only a single map, unless your objective is to set off a slugfest.

**** BEGIN IN-COLUMN BOX? ****

Mark I.....4 armor units
Mark II.....9 armor units
Mark III .....17 armor units
Mark III-B.....19 armor units
Fencer .....24 armor units
Mark IV, V, Fencer-B .....25 armor units
Mark VI .....35 armor units

END BOX

13.04 Mines. The defender is given a predetermined number of mines; he places them in whatever hexes he wishes, recording the hex numbers. Any number of mines may be placed in a hex, and only one goes off at a time. The attacker does not know which hexes are mined.

If a mine is on a road, it explodes when any unit enters that hex on the road. If a mine is *not* on a road (it may be in the road hex but not on the road), it explodes only on a die roll of 6 (5 or 6 for an Ogre).

A mine explosion affects only the unit setting it off. Armor units are destroyed; infantry is reduced by 1; an Ogre rolls 1 die and loses that many tread units. The mine itself is destroyed. A mine explosion on a bridge hex destroys it; a mine explosion on a road or railroad creates a road cut. Mines are not large enough to turn towns or forest to rubble.

13.05 Camouflage. Some or all defending units are optically and electronically masked. The attacker(s) can detect the *presence* of each unit, but not its nature. The defender sets up his forces and then replaces each camouflaged unit with a numbered ? counter. He keeps a list of what unit is represented by each number. As soon as any camouflaged unit moves or fires, or as soon as an enemy unit moves through or fires on its hex, the ? marker is replaced by the real unit.

13.06 Dummy units. The defender sets up with some extra counters, placing a D for "dummy" underneath. He should place a number of ? markers underneath other counters so it's not obvious which units are dummies.

A dummy cannot move or fire, and is removed when an enemy unit moves through or fires on its hex. ? counter under a real unit is removed when that unit moves or fires.

BOX the section below, maybe. But maybe not.

13.07 Partial Damage for Superheavies

A Superheavy Tank may be treated as a small manned Ogre, with its own record sheet. *The ability to take partial damage makes SHVY units considerably tougher. Increase their cost to 18 points.*

D results have their normal effect, but a second D has no further result; D results don't combine into an X.

On any X result, roll one die.

1, 2 – One gun is lost. Unit is disabled. If both guns were already gone, unit is destroyed.

3 – Tread damage. Roll 2 dice and mark off that many treads. Unit is disabled.

4 – Major tread damage. Roll 4 dice and mark off that many treads. Unit is disabled.

5 – Mobility kill; mark off all treads. Unit is disabled.

6 – Unit is destroyed, per normal X result.

SHVY Record Sheet
Guns 0 0
24 Tread Units:

6″ 0 0 0 0	5″ 0 0 0 0
4″ 0 0 0 0	3″ 0 0 0 0
2″ 0 0 0 0	1″ 0 0 0 0

Tread units are also marked off if the SHVY rams a building or Size 5+ unit, or is rammed by a Size 5+ unit. It is treated as a Mark I for ramming purposes.

END BOX if we have one

END OF THE RULEBOOK PROPER

Repeat the CRT, and its explanatory text, on the back page.

BEGINNING OF SCENARIO BOOK

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

These scenarios are fairly fast; there is no terrain on the map 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.

BASIC and ADVANCED Scenarios

Recommended for learning the game. In these scenarios, one Ogre faces a force of smaller units. See Section 1.

MARK III DEFENDING

The defending player takes one Ogre Mark III (anywhere in the obstructed area), and 12 armor units and 15 points of infantry (behind the line). The attacker takes an Ogre Mark V.

MARK IIIs ATTACKING

Substitute two Mark IIIs for the Mark V in the advanced scenario, and give the defender two more armor units. (This makes a good three-player game.)

OGRE DEFENDING

Reverse the roles. The attacker takes a force of standard units from the basic or advanced scenario and enters the bottom of the map to destroy a

command post guarded by a "watchdog" Ogre and a conventional force equivalent to half the attacking force. Any attacking unit, regardless of type, may leave the bottom of the map to escape.

DUEL

This scenario uses no CPs or other units; it is simply a combat between Ogres. The size of the forces and the number of players are variable – combat may be two-way, three-way, etc. A unit may move off the map, but may not re-enter. The object is to survive and hold the field.

THE DAY BEFORE

The ***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 missile to spend but the defender had a laser.

Setup. The ***Ogre*** map is used. The defender gets 40 points of infantry, 25 armor units, one laser tower, and a CP. Units may be set up anywhere on the obstructed portion 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 Mk 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 Advanced ***Ogre*** Scenario (p. 00) . For VP calculation, the laser tower counts as 10 attack points of the defending force.

Overrun Scenario. Try the scenario allowing the defender to use Missile Crawlers, 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 constructed (or appropriated) a much stronger building as their command post.

Setup. The ***Ogre*** map is used. The defender gets two Mk III Ogres, 40 points of infantry, 30 armor units, and, for his CP, a 60 SP strongpoint. Units may be set up anywhere on the obstructed portion of the map, except in craters. The attacker gets two Mk V Ogres.

Victory Conditions

- All defending units are destroyed: complete attacker victory.
- CP is destroyed and at least one Ogre escapes from the bottom 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

The ***G.E.V.*** maps 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.

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, 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.

Setup for map G1. The Paneuropean player (blue) is defending, and sets up first. He gets 20 strength points of infantry and 6 armor units, which he may place anywhere *on* or *north of* the road from hex 0104 (W edge of the map) to hex 2315 (E edge). He sets up his units camouflaged, per section 13.05. The attacking (Combine) player gets 12 GEVs and moves first, entering on any hex(es) on the S edge of the map; the entry hex counts for movement. Defending units are uncovered 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 defending player 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 either the N or S side (though only N counts for victory points). Defenders may escape on the N, E or W 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. 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.

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

Ogre scenario. The defender gets 30 strength points 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 Combine victory.
- Attacker ahead by 21-49 points: marginal Combine victory.
- Attacker ahead by 0-20 points: no clear victor.
- Defender ahead by 1-20 points: marginal Paneuropean victory.
- Defender ahead by 21 or more points: decisive Paneuropean victory.

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) is defending, and sets up first. He gets 20 strength points of infantry, four armor units, and two command posts: Alpha (D3, M0), and Beta (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 attacking (Combine) player (Red) 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!)

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
1. Heavy Tank
2. Two Light Tanks (together)
3. Missile Tank
4. GEV
5. GEV
6. Three squads of infantry

Entry Hex
1. 2315 (E)
2. 2304 (E)
3. 1801 (N)
4. 0401 (N)
5. 0104 (W)
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 CP Alpha, 15 for CP Beta, 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 RR track.

Both sides also get victory points for destruction of enemy units. If an Ogre escapes from the map, the enemy scores points for damaged weapons and tread units.

Escape. Defenders may escape from the N, E or W sides, but mobile CPs may not leave the map. Attackers may escape only from the S side, back toward friendly lines.

Advanced scenario. Use the same rules, objectives and setup. The defender starts with 24 strength points of infantry and eight armor units (plus four dummies). It has one D3, M0 command post, and two D1, M1 command trailers. 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 advanced scenario, except that he starts with 30 strength points of infantry. The attacker gets an Ogre Mark IV and 6 GEVs. Alternate 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 3 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.

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.

Setup. Use maps G1 and S1, with S1 to the north. The defending player (blue) gets 15 strength points 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 strength points of infantry, 4 armor units, 12

trucks, and 8 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 attacking (red) forces get 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. Defending units are uncovered 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 S end of the map. Defending units may escape from the N end. The trucks and hovertrucks, representing noncombatant units, should attempt to evacuate from the N end as soon as they are alerted . . . unless they are needed to carry troops.

Reinforcements. The defender gets reinforcements as per the ***Raid*** scenario (p. 00), starting on turn 4. They appear on the northern map.

Special rules. All town, rail, and bridge hexes on map G1 start out destroyed; towns are *not* rubble. Use Sections 13.03, 13.04, and 13.05, since the attacker will be trying to destroy towns, bridges, and railroad.

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 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 Mk. III, *and* a SP 20 admin building, worth 25 victory points if destroyed, both in hex S1-1314.

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 attacking player (Red) gets 12 strength points of infantry and 16 armor units, which may be placed anywhere in the southeast corner of the board – that is, that 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 will move first.

The Paneuropean player (Blue) is defending. He starts with 20 strength points 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 his units, he writes down the turn the train will enter and sets it aside; the train 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, at least 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 of the train that backs off the west edge of the map. The defender gets 15 victory points for each half of the train that leaves the east side of the board. If the train backs off the west side, it cannot re-enter. The defender loses 12 victory points if *he* destroys the river bridge, but none if the attacker destroys it.

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

Armed-train variation. The train can mount weapons, per Section 9.031.

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 less than 20 points is basically a tie, with honors going to the player with more points.

CASEY JONESKI

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

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 points 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 S 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 E edge of the map, but may not back off the W edge.

Infantry scenario. The attacker gets all the forces above, plus 15 strength points of infantry. He should choose a mix of armor 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 points of infantry. Victory conditions are unchanged.

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 defending player gets a train, standing still, in 2002-2003; 12 armor units; six dummy armor units; and 12 infantry. The defender may place five crater counters anywhere on the map to impede the enemy advance. The entire defending force must be set up on or north of the diagonal row of hexes from 0104 to 2015.

The attacking player gets 20 armor units. Attackers move first and enter on the S edge of the map, and/or the W 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 N of the lake are intact; others are rubble.

The train cannot move until the defending player's 9th turn. At that time, it starts moving. It will be able to escape 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. Attackers may not escape. Defenders may escape to the N, or to the E 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 (better) front half destroyed and rear half 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 with the tapes – or the tracks are cut and the train is trapped, but all attackers are eliminated.
- Decisive defender victory: The train escapes.

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

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.

Setup. Players receive equivalent forces. Each gets 16 armor units and 18 strength points of infantry. Each side also has two CPs: CP Alpha (D3, M0) and CP Beta (player's choice of D2, M0 or D1, M1). Place a screen to separate 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 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 N) and 1119 and 2120 (to the S). 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.

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 CP Alpha, score 30 points. For destroying his CP Beta, 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 advanced 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 less than 10 points, there is no clear winner.

Escape. The side which set up to the west may only escape from the west; the side set up to the east may only escape from the east.

Advanced 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.

"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 strength points 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 S1-0911. The Paneuropean player is the attacker and gets 30 strength points of infantry and 35 armor units, which may be set up anywhere *except* within 7 hexes of hex S1-0911. The defender sets up first, with camouflaged units; 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 on the N, or the NW 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. 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.

Advanced scenario. The defender gets 18 points 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 along the S edge. (Note: The attacker should make sure he seals off the N 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 N edge of the map. The attacker gets the basic scenario setup, plus reinforcements as in the advanced 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 Cruise Missiles 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 30 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. Overlays can make dramatic changes in a map; so can simple "house rules." For instance, to create a version of ***The Train*** using map G2, just say that the road between 1205 and 2003 is also a railroad track.

The map can also be modified by assuming that battle damage has already taken place. Are bridges intact at the start of the game? If so, can they be mined?

Are town hexes intact? Or, perhaps, are only some of them intact?

(BOX THIS)

Changing Roads and Railroads

To add a road to the map, use a long strip of masking tape, cut thin.

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.

(end box)

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

You may also make certain units cheaper or more expensive for a particular scenario.

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

Escape: In some scenarios, one side's whole objective 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 specific targets, such as structures. Changing the VP weighting of targets can lead to very different tactics.

Are town hexes worth victory points if damaged or destroyed? Or, perhaps, 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.

The section below should go on the back cover so it's easy to find.

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 except water; Ogres and GEVs may be set up in any terrain at all. Units which are set up in swamp are assumed to be safe when the game begins, but non-infantry units will have to roll to determine whether they become disabled (or stuck) should they enter another swamp 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:

Whenever a player takes *Howitzers* or *Mobile Howitzers,* they count *double* – that is, each counts as *two* armor units.

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

Howitzers and MHWZs are large, expensive units; a commander would not have many available. Light Tanks and LGEVs, on the other hand, are small, cheap and expendable.

Victory points. Each player earns "victory points" for accomplishing certain objectives. Each scenario has its own objectives and victory point

lists. However, one objective – the destruction of enemy units – is standard to almost any operation. Therefore, unless specified otherwise, each player earns victory points for destroying enemy units as follows:

For each strength point of infantry destroyed: 2 points.

For each "half" armor unit destroyed (e.g., Light Tank): 3 points.

For each "standard" armor unit destroyed: 6 points.

For each "double" armor unit destroyed (e.g., Howitzer): 12 points.

Captured units. When no enemy units on the map are able to move, the remaining immobile enemies are captured. For instance, a unit is captured if it is stuck in the swamp (Section 5.083) when all allied units have left the map. Scenarios may also add special rules for capture or surrender of units. Captured units count double VP.

An Ogre may be captured in the same way if it is stuck in the swamp or left treadless. Score VP as follows, regardless of the damage done to the Ogre before it is captured:

Mark I: 25 points

Mark II: 50 points

Mark III or IIIB: 100 points

Mark IIIB: 120 points

Mark IV, V or any Fencer: 150 points

Mark VI: 200 points

Damage to Ogres. For damage done to enemy Ogres which are not captured:

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: 6 points.

For every missile expended (fired *or* destroyed): 1 point.

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ONLINE RESOURCES

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

- News and forums.
- Free downloadable play aids.
- 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. http://www.sjgames.com/gamerfinder/

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OGRE MINIATURES

Metal ***Ogre*** miniatures, scaled to fit on the 6th Edition maps, are available online at **www.warehouse23.com**.

Many of these miniatures had gone out of print, but thanks to our Kickstarter support, this line will become fully available in 2013.

(Illustrate with photos?)

END OF SCENARIO BOOK