

READ ME FIRST

**THIS SET INCLUDES MORE THAN A THOUSAND COUNTERS.
DON'T START BY PUNCHING THEM ALL OUT. THAT WAY LIES MADNESS.
KEEP READING.**

If You Are New to Ogre:

1. You can learn the basic scenarios by reading ONLY Sections 1-7 and the example at the end of Section 7.
2. You can download a "Quick Start" that includes only the rules you need to begin . . . in effect, it's a reprise of the original *Ogre* rules. It's at ogre.sjgames.com/quickstart.
3. There are a LOT of counters in this set, and you don't have to punch them all before you play. For the starting scenarios, all you need is the armor and infantry from the four B1 sheets, a Command Post from sheet I1, and an Ogre Mark III and V from sheet E1.

How to Assemble 3-D Counters

Each 3-D counter sheet holds several units. There's a line around the parts for each unit, so you can punch out only the ones you need. Assemble each unit before you punch out the pieces for the next, so you don't wind up with a huge pile of pieces.

Here are detailed diagrams for assembling some typical 3-D counters. There are even more online at ogre.sjgames.com/counters.

The 3-D counters fit snugly together. They are not intended to be taken apart once assembled. The Ogres and buildings will fit in the plastic "Ogre garage," which should always be stored at the top of the box.

Sorting Your Counters

The plastic trays are designed to hold your counters. For instructions, see ogre.sjgames.com/counters. But some people prefer ziplock bags. Take your pick.

Map Boards

Before you play (or after your first game, if you were in a hurry to get started), you can flatten out the map boards. Just stack them unfolded on a table overnight, with something heavy on top. After that, they should always lie flat enough, even though you store them folded.

The orange "Ogre map" is the one you'll want to play your first game with. The four big, green "G.E.V. maps" can fit together many different ways; see Section 2.00.1 of the rules for details.

Get the Free Ogre App!

Our "War Room" game aid is available for various devices at apps.sjgames.com.

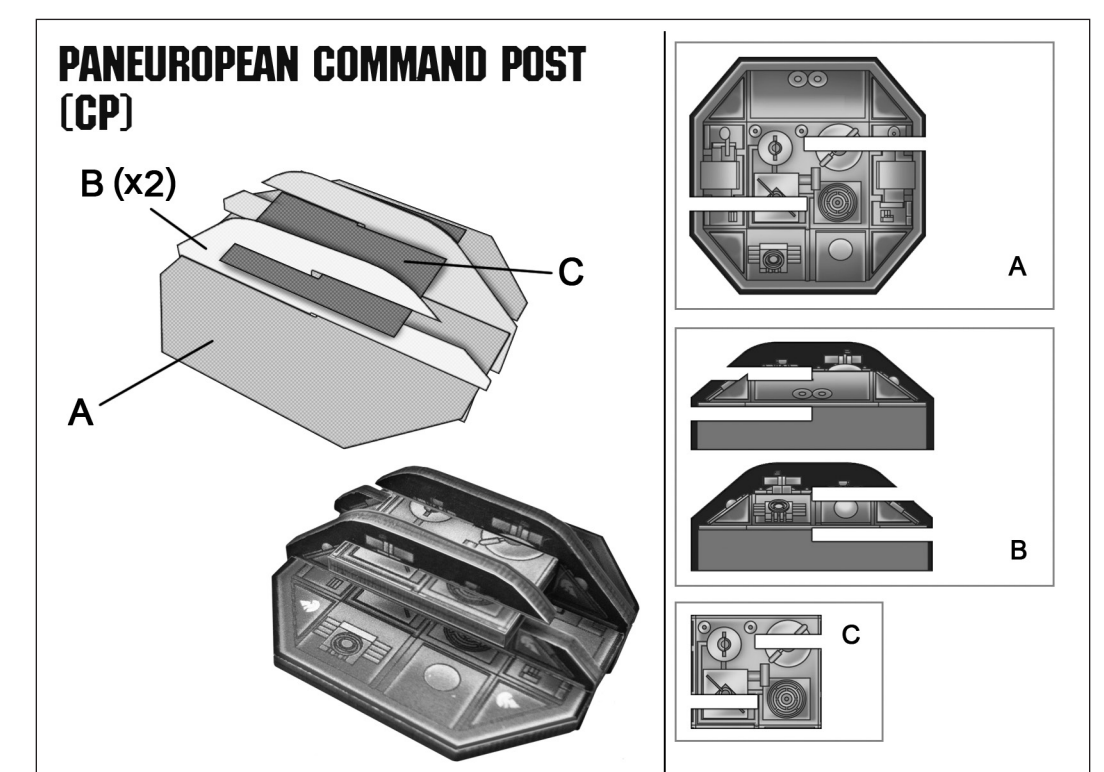
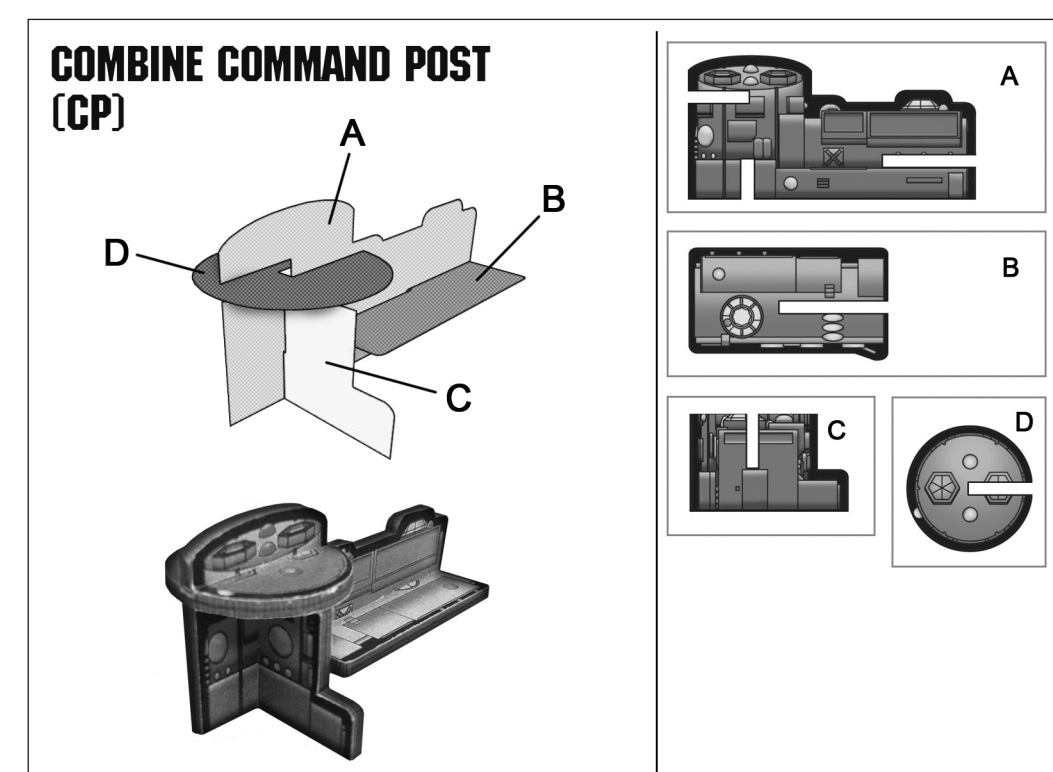
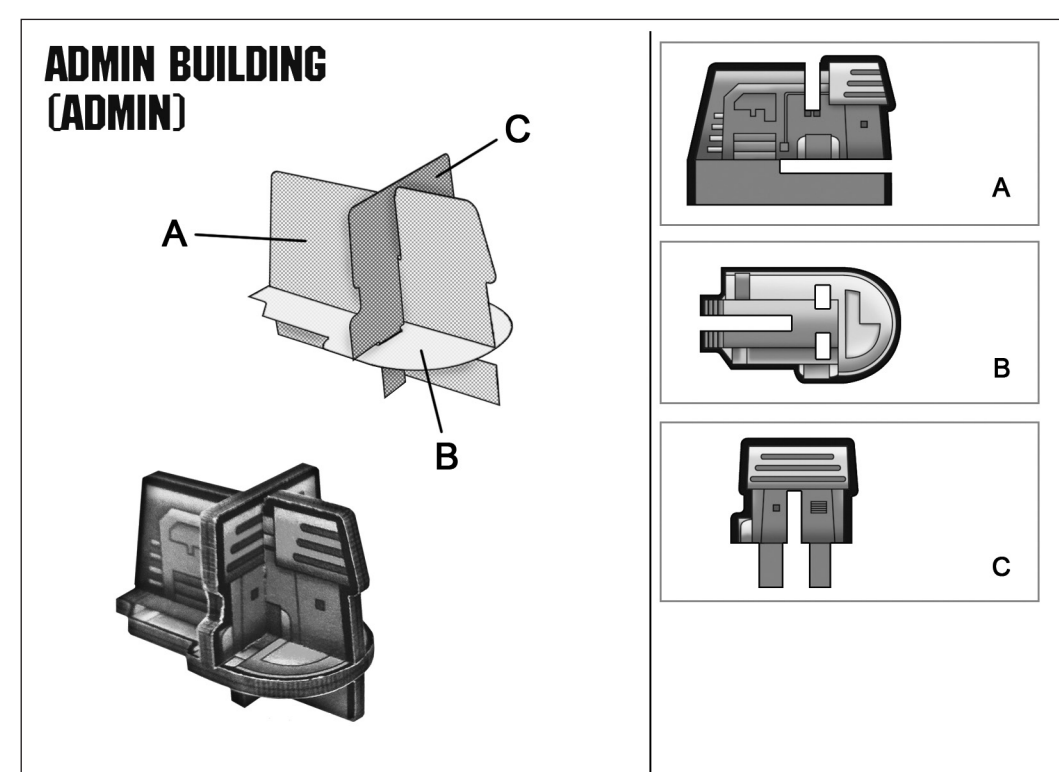
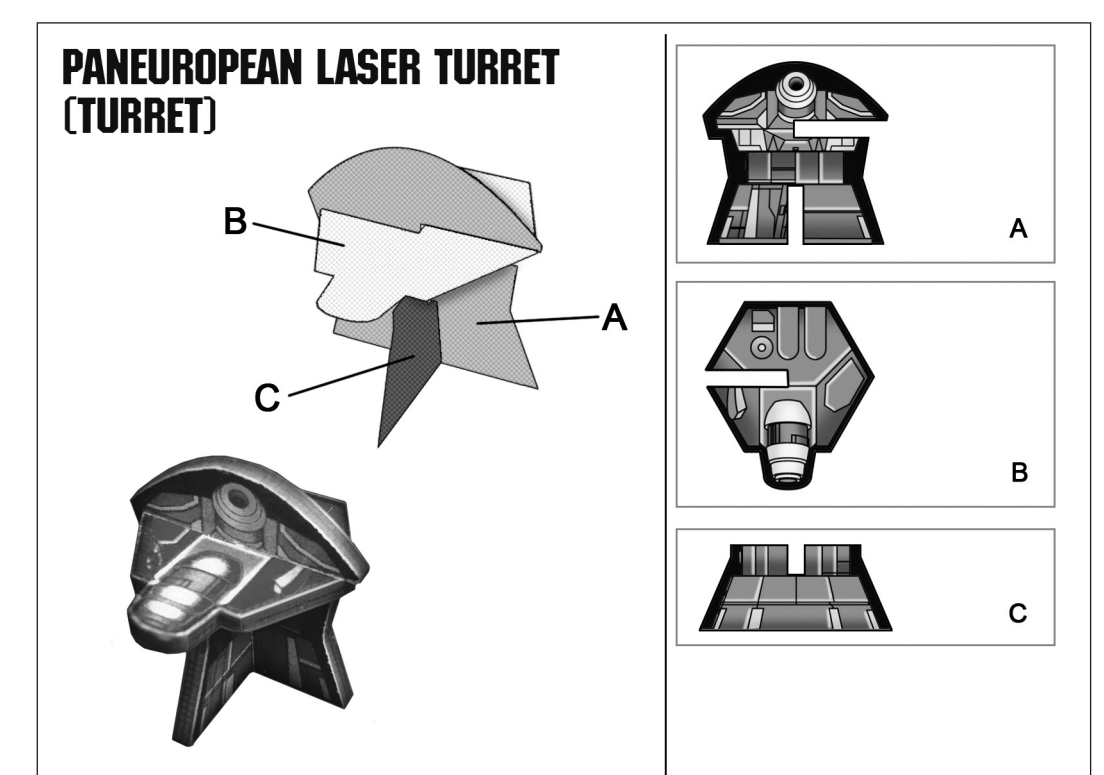
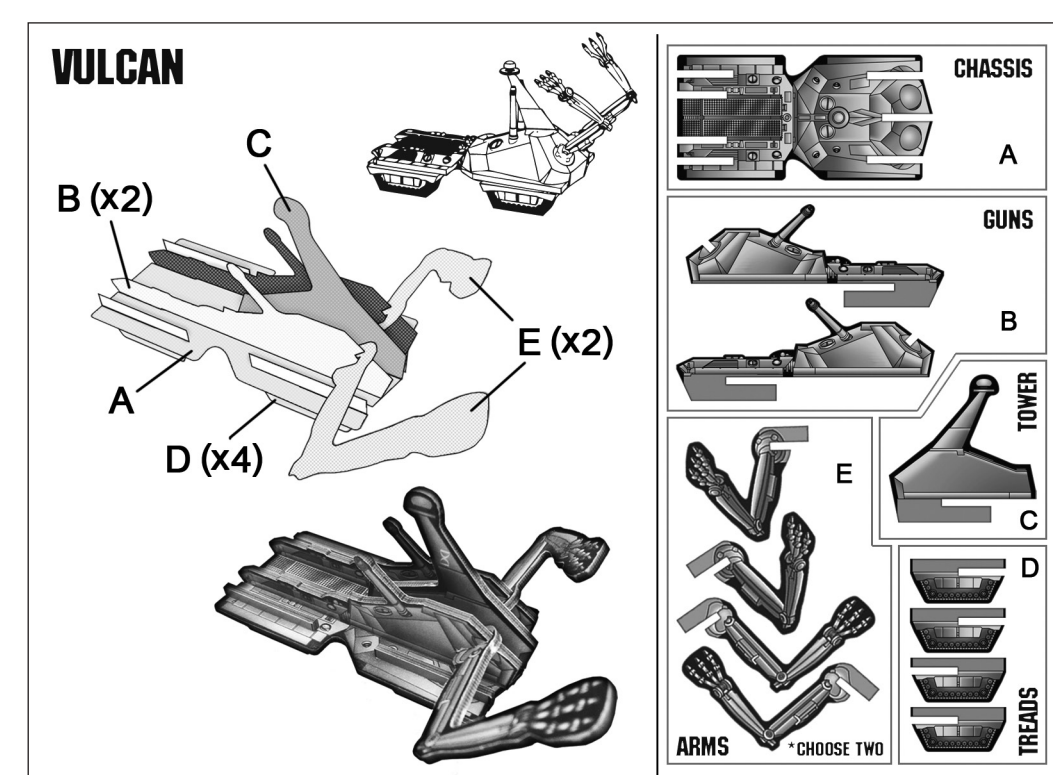
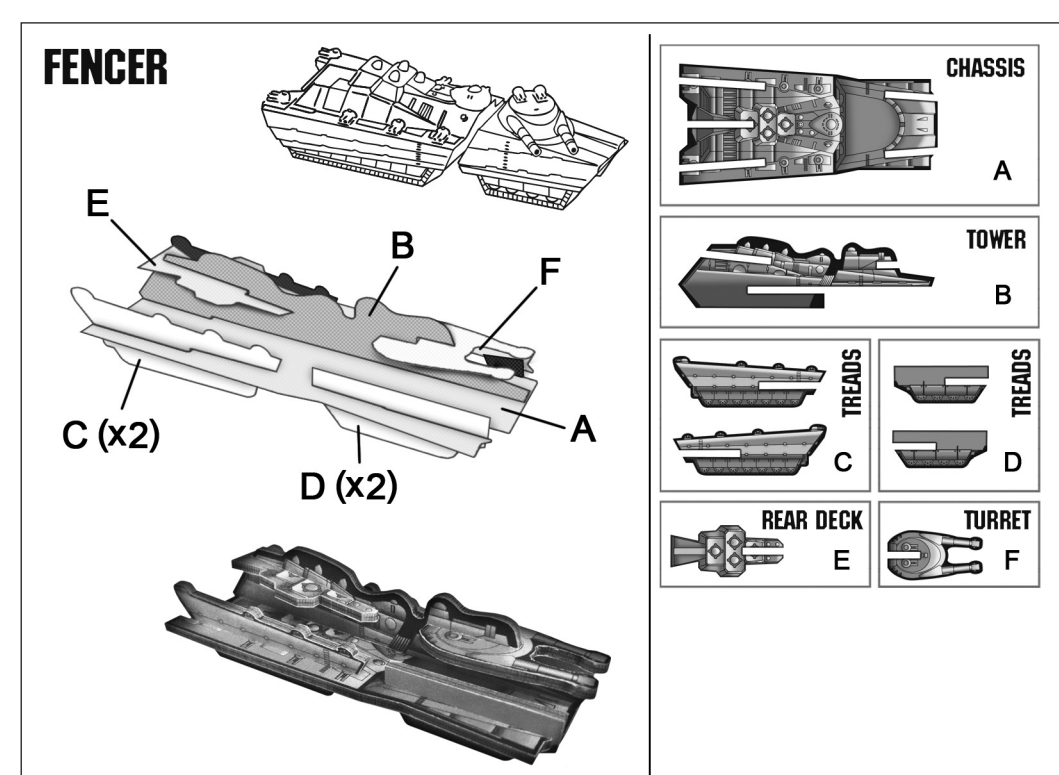
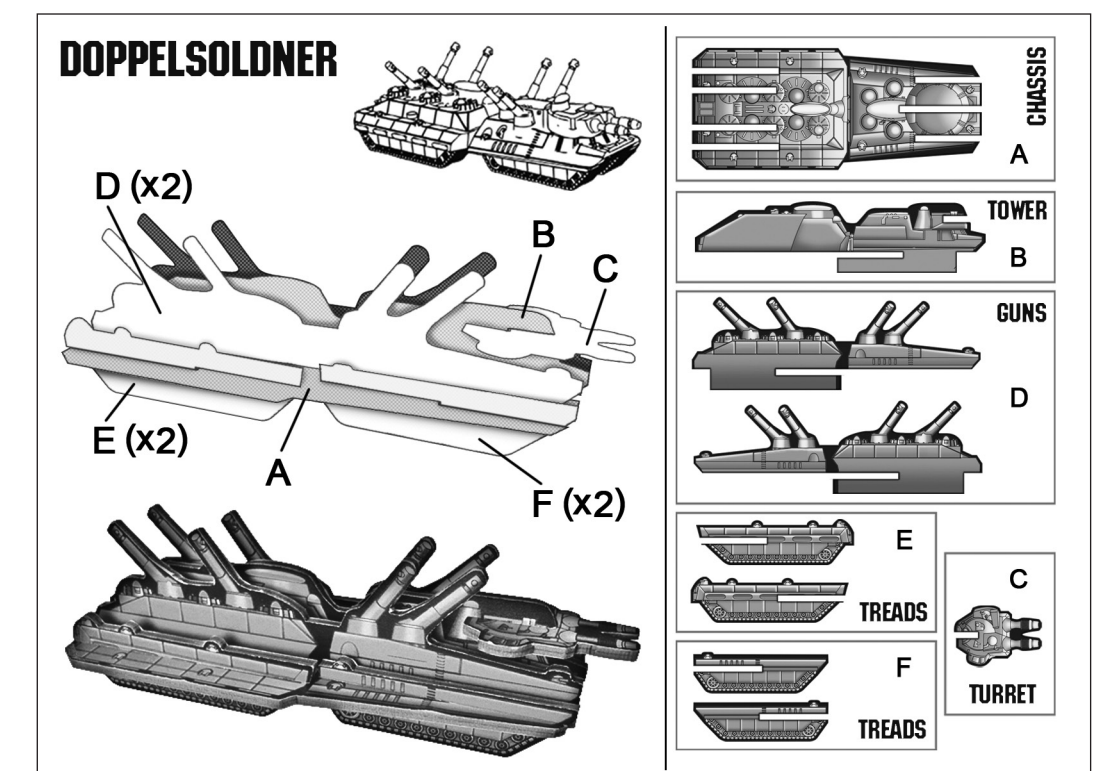
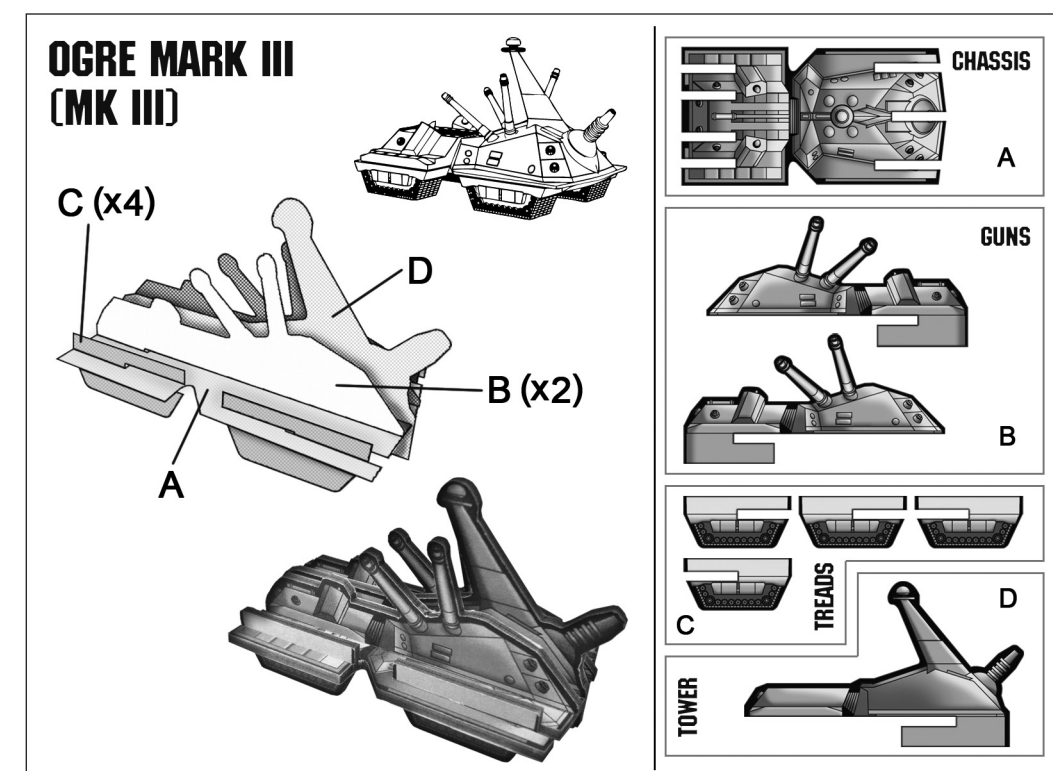
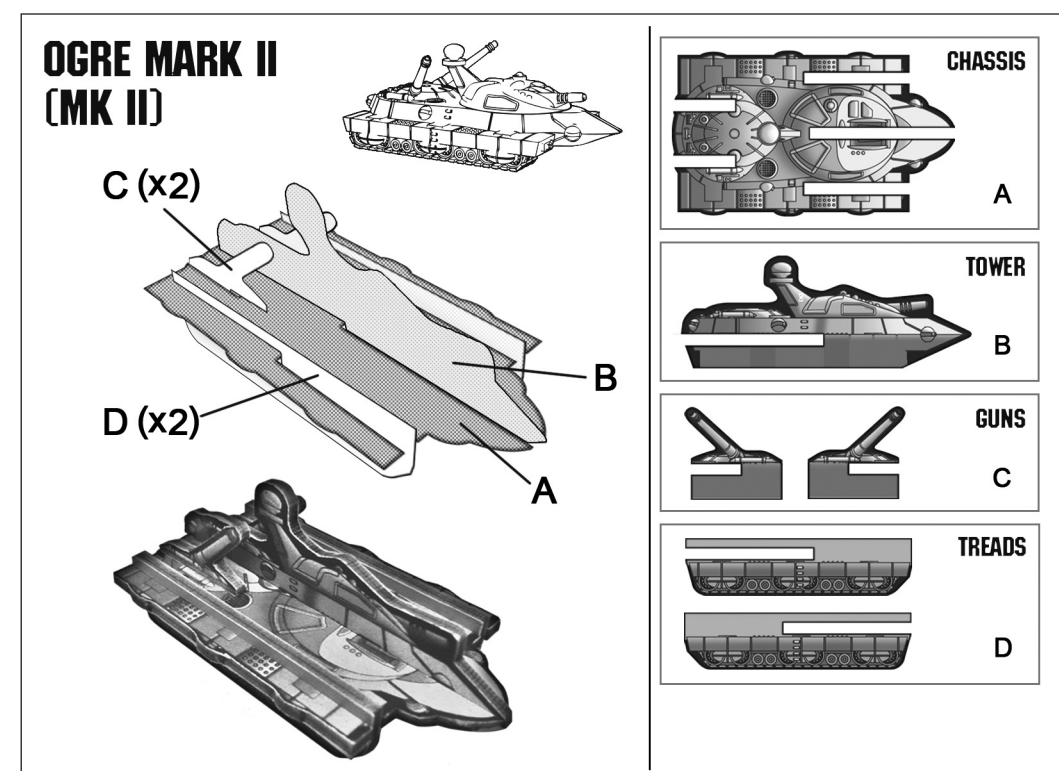
Where Are the Vulcan and Ninja?

Rules for these two Ogres, and other special units as well, are online at ogre.sjgames.com/new-units.

As for counters: The Vulcan is only in the Kickstarter sets. The Ninja is so stealthy you can't see it . . . No? Okay, the Ninja can be found only on the special counter sheet available from BoardGameGeek. Other sponsored sheets add new factions like Nihon and the Vatican, new overlays and terrain, new units, and lots more Ogres and buildings! For links to all our sponsored counter sheets, go to ogre.sjgames.com/sponsored-counters.

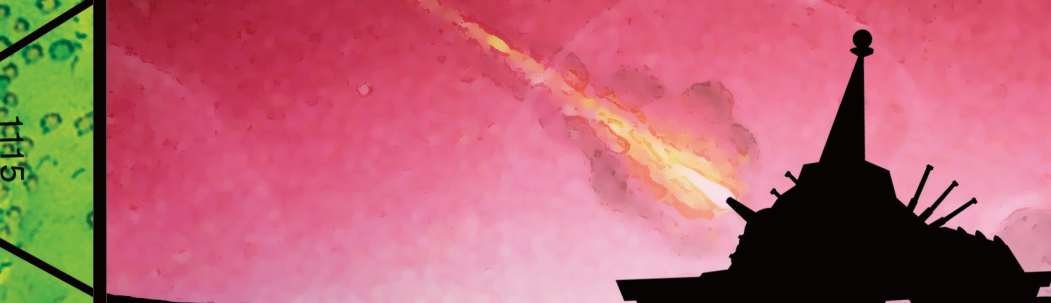
Lots of online support, scenarios, new units, and more:

ogre.sjgames.com



OGRE[®] DESIGNER'S EDITION

THE CLASSIC GAME OF FUTURE TANK WARFARE



Game Design by Steve Jackson
Ogre Line Editor: Daniel Jew • Chief Operating Officer and Print Buyer: Phil Reed
 Rulebook graphic design by Richard Meaden • Box graphic design by Alex Fernandez
 Original *Ogre* image created by Winchell Chung
 Map graphics by Alex Fernandez, Gabby Ruenes, and Ben Williams, based on original paintings by Denis Loubet
 Rules illustrated by Winchell Chung, Richard Meaden, Brandon Moore, Alvin Helms, Condo Rabaudi, and John Zeleznik
 3-D units created by Richard Kerr, Paul Chapman, Will Schoonover, Gabby Ruenes, Ben Williams, and Sam Mitschke
 Counter art by Gabby Ruenes, Ben Williams, Alex Fernandez, Alvin Helms, J. Kira Hamilton, Marc Beaudette, Matt Doughty, and Alex Kosarek
 Counter design by Phil Reed and Gabby Ruenes • Insert tray design by Sam Mitschke
 Production by Alex Fernandez, Alex Kosarek, Gabby Ruenes, and Ben Williams
 Production Manager: Sam Mitschke • Production Assistant: Bridget Westerman
 2009-2011 Development: Fox Barrett, Randy Scheunemann, and Will Schoonover
 Prepress and Proofing: Monica Stephens • Videography: Sam Mitschke, Phil Reed, and Alex Kosarek
 Photography by Alex Kosarek • *Ogre* Theme: Tom Smith • Director of Sales: Ross Jepson
 Speakers-to-Kickstarter: Fox Barrett and Brandon McClelland

Extra Counters and Overlays

And if you want *new* armies and map features, you can collect 13 different sheets – new overlays, new factions, even new 2-D and 3-D units and buildings – from supporting companies and individuals. For a complete list, see ogre.sjgames.com/sponsored-counters.

The giant tank rumbles toward its target. Its guns are destroyed, its movement crippled, but only a few defenders are left. Will they stop the robot juggernaut, or will it crush the Command Post beneath its gigantic treads?

In 2085, the battlefield is deadlier than ever. Hovercraft, tanks, and infantry slug it out with tacnukes. But the most feared weapon of all needs no human guidance. It's the giant cybernetic tank called the *Ogre*!

Ogre was Steve Jackson's first game. Released in 1977, it set a new standard for fast, exciting wargame play. *Ogre* and its sequel, *G.E.V.*, have more than 200,000 copies in print. Over 25 years after its release, *Ogre* earned a spot in James Lowder's popular book *Hobby Games: The 100 Best*.

Now the *Ogre* is back . . . in a gigantic new Designer's Edition. Five giant-sized mapboards provide the battlefields. Extra overlays let you change the maps a little . . . or a lot. Regular

armor and infantry are represented by oversized, full-color counters for regular units . . . and the *Ogres* and buildings are huge 3-D constructible models!

The rules have been completely revised and reorganized into a rulebook, a separate scenario book, and a handy player reference sheet.

Yet *Ogre* is still easy to learn and quick to play. The basic game takes only a half-hour . . . but you'll want to play again and again. And, with the geomorphing maps and the new overlays, infinite scenarios are possible.

Sponsored Counter Sheets

Kickstarter supporters added nine counter sheets to every box. These sponsors paid for your game to include:

- An entire third faction of armor and infantry, the Black Rose Mercenaries (more than 100 supporters organized by Daniel Jew and Chris Tham)
- A unit of eight gray *Ogres* plus buildings (Thomas Heysek)
- Flat orange/gray *Ogre* counters (Michael Johnston)
- 2-D "hidden building" counters and green/purple armor units (Robert Gurskey)

What's in the Box

- 24 pages of rules: the complete *Ogre* and *G.E.V.*, plus material from other supplements
- 12 pages of scenarios
- Two identical Player Reference Sheets
- Over 750 2-D counters: three major factions and several minor ones
- Dozens of 3-D constructible buildings and *Ogres*, and a plastic "Ogre garage" to keep them in
- 21" x 34" map for original *Ogre* scenarios
- Four different 28.5" x 33" maps that geomorph to create huge layouts
- Over 250 map overlays, from large to tiny, so you can customize maps to create new scenarios for two, three, or more players
- *Ogre* record sheets, suitable for photocopying or dry-erase markers
- Two 19mm custom acrylic dice

Yes, it was expensive to print. The standard price for a game this big (if there even *were* such a thing) would be over \$300.

Support Outside the Box

- Active online support at ogre.sjgames.com: scenarios, articles, forums, and more
- Walkthrough and other videos at www.youtube.com/SteveJacksonGames
- A free app, *Ogre War Room*, that lets you use your mobile device as a combat calculator and keep track of damage to multiple *Ogres*: apps.sjgames.com
- Locate new opponents at gamerfinder.sjgames.com

READ ME FIRST!
SEE REVERSE SIDE.



WARNING:
CHOKING HAZARD - Small parts.
Not for children under 3 years.
Conforms to CPSIA and EN71 safety requirements.
6th Edition, 1st Printing
Published September 2013
PO Box 18957, Austin, TX 78760
512-447-7866



Components above are shown at actual size.

STEVE JACKSON GAMES
ogre.sjgames.com

