

OGRE[®]

CHEAT SHEET

THE BEST INTRODUCTION TO WARGAMING SINCE 1977.

STAT REFERENCE

Attack (ATK): Offensive strength.

Range (RNG): Distance from which you can attack, measured in hexes.

Move: Distance in hexes the unit may move per turn; GEVs may move twice – once before the combat phase, and once after.

Defense (DEF): Defensive strength.



MOVEMENT

- ▶ No two units may occupy one hex. Exception: Up to three points of infantry may occupy one hex.
- ▶ Friendly units may move through an occupied hex, as long as they end their movement without violating stacking limits.
- ▶ Only Ogres and infantry may move over ridges.
- ▶ No one, not even the Ogre, can enter a crater hex.

PLAYING THE OGRE

- ▶ Cross out your guns and treads when the defenders destroy them. An Ogre is destroyed when it loses all its guns and all its treads.
- ▶ Antipersonnel weapons work only against infantry and the Command Post.
- ▶ You may fire each missile only once; then they're spent. Cross them out on your record sheet.
- ▶ Tips: Use all your weapons every turn! Combine attacks to ensure at least 1-1 odds for each attack. Remember you can ram, too!

COMBAT RESULTS TABLE

- ▶ Combat is resolved by comparing the total ATK of the attacking units to the DEF of the target; round the ratio in the target's favor.
- ▶ Once you have the ratio, roll one die, and use the Combat Results Table for results.
- ▶ Attacks at 5-to-1 or greater automatically get an "X."
- ▶ Attacks at less than 1-to-2 have no effect.
- ▶ Any attack against an Ogre's treads is 1-1; if the attack roll shows an X on the Combat Results Table, you destroy treads equal to the attack's power. You can't combine attacks against treads.

Die Roll	Combat Odds				
	1-2	1-1	2-1	3-1	4-1
1	NE	NE	NE	D	D
2	NE	NE	D	D	X
3	NE	D	D	X	X
4	NE	D	X	X	X
5	D	X	X	X	X
6	X	X	X	X	X

Results

- ▶ "NE" – No effect.
- ▶ "D" – No effect on Ogres. Infantry loses a point of strength. Healthy armor units are disabled. Disabled units are destroyed.
- ▶ "X" – An Ogre weapon is destroyed. An armor unit is destroyed. All infantry within the hex are destroyed.





BASIC SCENARIO SETUP

Defenders:

- ▶ Set up first.
- ▶ You get 20 squads of infantry, and 12 armor units (Howitzers count as 2 each).
- ▶ Place up to 20 points of ATK strength between the gray arrows; place everything else north of this region.
- ▶ Put your Command Post anywhere – but farther north is safer.

Ogre:

- ▶ Move first.
- ▶ Use the Mark III.
- ▶ Enter anywhere on the southern edge of the board.
- ▶ Move up to three hexes your first turn. The entrance hex is your first hex.

PLAYING THE DEFENDERS

Infantry (INF)

Strengths: Effective in the end game

Weaknesses: Slow, short range, only moderate attack

GEV (GEV)

Strengths: Double move

Weaknesses: Weak attack and short range

Heavy Tank (HVY)

Strengths: Highest attack-to-cost ratio of the basic units, good defense

Weaknesses: Range

Missile Tank (MSL)

Strengths: Range

Weaknesses: Speed

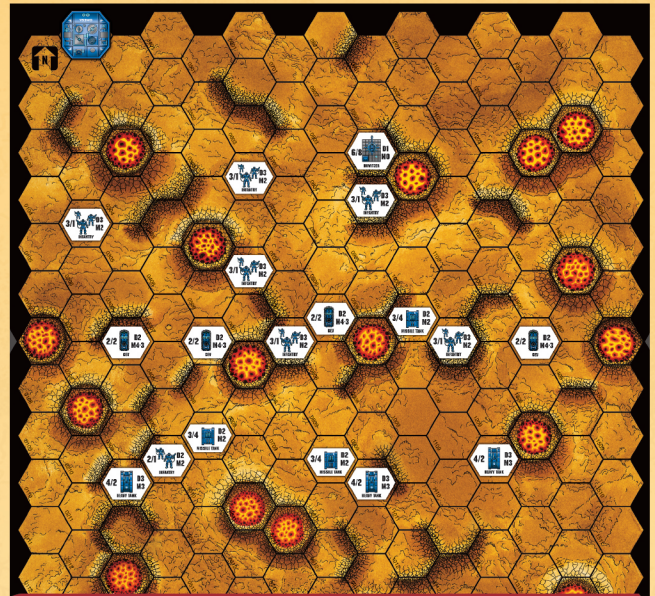
Howitzer (HWZ)

Strengths: Very high range and attack

Weaknesses: Immobile, costly, low defense

Tips: If the Ogre is moving quickly toward the Command Post, try to destroy its treads to slow it down. If it's going for destruction, take out the Main Battery and then harass it with GEVs.

Remember: The Ogre is considered, for attack RNG purposes, to be located only in the front hex occupied by the model.



DEFENSIVE SETUP

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

TURN SEQUENCE

Recovery Phase: Recover all of your units that were disabled by combat *before* your previous turn.

Movement Phase: Move all nondisabled units, resolving rams as needed.

Combat Phase: Fire with all nondisabled units.

Second Movement Phase: Move each nondisabled GEV again.

