# DAMBUSTERS
by Drew Metzger

Dams are structures designed to hold back water, creating a reservoir and frequently serving as a source of hydroelectric power. Although subject to attacks in the mid-20th century, international humanitarian law forbade attacking dams for decades, which lasted well into the 21st century. But as the Last War dragged on, the conventions of warfare gradually eroded until there was no atrocity that either side wasn't willing to commit in the pursuit of a nebulous victory.

The destruction of a dam might have notable strategic effects from the resulting disruption of traffic and power generation in a region. But there were tactical benefits and risks to the attacker as well. Roads that traversed dams were cut. The waterway downstream of the dam underwent a brief but powerful change as a wall of water and debris rushed forth from the reservoir. Additionally, low-lying areas were flooded, further hindering movement of units and troops. Although a desperate action, breaching a dam could change the outcome of a battle.

The *BGG Exclusive Overlays Sponsored Counter Sheets* by BoardGameGeek has a pair of dams as well as overlays representing both rivers with debris and flooded towns. These overlays may be purchased through the BGG Store here: **https://boardgamegeekstore.com/products/ogre-boardgamegeek-exclusive-terrain-promo**. Additionally, the free pdf *Ogre Stream Overlays* found on Warehouse 23 may be helpful and can be found here: **http://www.warehouse23.com/products/ogre-stream-overlays**. These and other overlays may be used to represent both a dam on the map and the consequences of breaching that dam.

DAMS AND THEIR DESTRUCTION

A dam is a structure with structure points (SP) like any other fixed installation. The SP can vary, but 50 SP should be considered a minimum with amounts up to 80, 90, or even 100 or more, possible. It is subject to most of the rules detailing buildings in section 11.00 in the *Ogre Designer's Edition* rulebook, with the following exceptions:
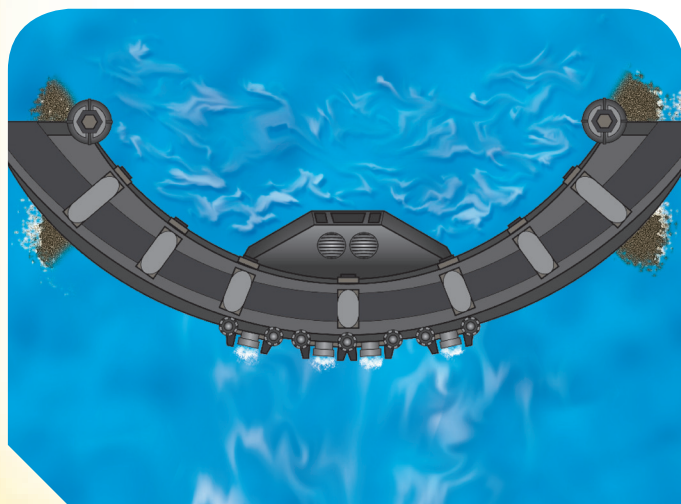
11.04.3 Dams may only be rammed by GEVs or a submerged Ogre or Superheavy. The dam may only be rammed from a water hex.

11.05 Only three other buildings may be stacked in the same hex as a dam. These buildings are to be considered on the dam. They would have their own SP and may be destroyed separately, but if the dam is destroyed they are automatically destroyed.

11.06 Dams may not be hidden; all players know their location at the start of the game (although the SP might be unknown to one or more players, depending upon the scenario!).

When a dam is attacked, it may fail prior to losing its full complement of structure points. Once a dam has lost 80% of its SP, one die should be rolled at the beginning of each player's turn; on a 1, the dam collapses. Once a dam has lost 90% of its SP, it collapses on a roll of 1-3 on a single die.


UPRIVER EFFECTS OF BREACHING A DAM

Obviously the destruction of a dam will alter the quantity of water contained in the reservoir above the dam. The water hexes immediately above the dam (i.e., in contact with the dam counter) remain as water; the level is always deep there. All of the other water hexes along the edge of the reservoir that are in contact with other terrain cease to be water hexes. Those water hexes in contact with clear, forest, or town hexes become clear; overlays should be placed to reflect the change. Any edge water hexes that are only in contact with swamp hexes become swamp hexes themselves. Water hexes that were completely surrounded by other water hexes prior to the destruction of the dam remain as water hexes.

DOWNRIVER EFFECTS OF BREACHING A DAM

When a dam is breached, there is both an immediate effect and a long-term effect to the river and terrain below the dam. Immediately, there is a surge of water and debris that cascades down the river. This wave of destruction moves quickly away from the destroyed dam. Units that get caught in this wave may become damaged or stuck. After the debris surge has passed, there may be flooding of the terrain on either side of the river. This flood will alter some terrain for the duration of the game.
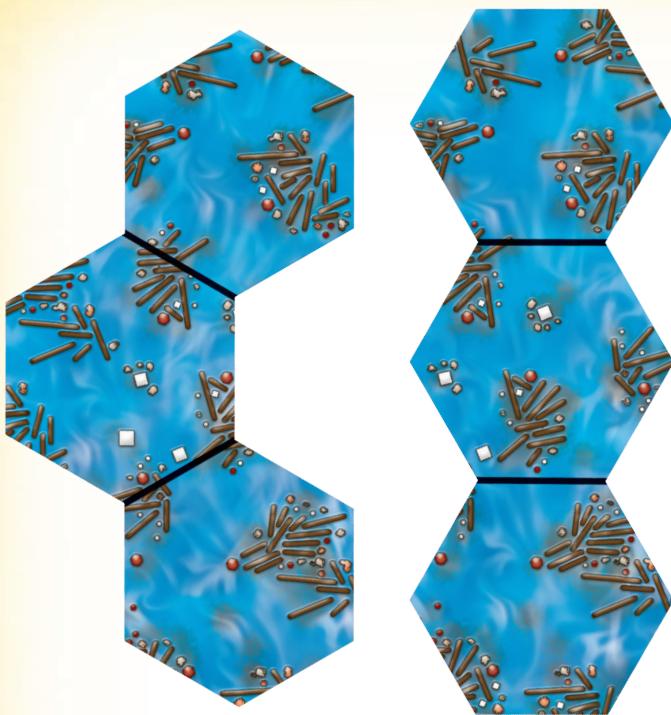
The pair of 3-hex overlays should be used to represent the debris swell moving down the river. Upon breaching the dam, one of the overlays (curved or straight, as appropriate for the river on the map) should be placed in the three hexes immediately below the dam. Prior to *each* player's subsequent turn, this debris swell should be moved into the next three hexes on the river, again using the appropriate overlay (straight or curved). Continue to move the surge until it moves off the map.

Units may be caught in this wave as it moves down river. The effect of the wave is dependent upon the unit caught within its swell as follows:

Infantry: All infantry suffer an attack at 1:2 odds if they are in a hex when the wave reaches them. Each squad undergoes this attack individually; there is no benefit for being combined into a larger squad. Marines do not have any additional advantage in defending against this attack.

GEVs: All GEVs suffer an attack of strength 4 if they are in a hex when the wave reaches them. Additionally, GEVs treat these hexes as swamp for the purposes of moving through them. If a GEV moves from one of these hexes into open water, it does not get the movement bonus for that turn even if it stays on all water hexes.

Superheavy: A Superheavy treats these hexes the same as swamp. It must roll to see if it gets stuck immediately when the wave hits. If it survives the initial wave, it would need to roll again to see if it gets stuck should it choose to enter a different hex with debris.

Ogres: Ogres are unaffected by the debris surge and would treat it the same as open water.

After the surge has passed, there are permanent changes to the map that occur as well. First, the hex immediately below the dam should have the single hex of water with debris placed upon it. This hex is still a water hex, restricting what units that may enter it, but should be treated as swamp for any unit other than an Ogre that does enter it. Ogres continue to treat it as just water. GEVs lose the water movement bonus when they enter this hex.

New streams branching off of the main river may be created as the debris surge passes. Each time the debris surge is moved along the river, randomly determine one hex side connecting to the river (from either side) to become a stream. Roll one die to determine the length of the stream (1-6 hex sides) and randomly determine where it goes at each branch of the hex sides.

Clear and forest hexes along the river may be floodplains, which will flood with the destruction of the dam. The hexes affected by the debris surge may be predetermined prior to the game starting through mutual agreement or the scenario may specify which hexes will be altered. Alternatively, the floodplain hexes may be randomly determined. If random determination is the method being used, roll one die for each hex when the surge is adjacent to the hex. On a 1, that hex becomes a swamp hex and should have the corresponding swamp overlay placed upon it. Only roll once for any specific hex. Any armor unit that is in the hex when it transforms to swamp must roll for disable or getting stuck as appropriate to the armor type. If there is a road or rail traversing a hex that is transformed into swamp, the road or rail is cut unless otherwise specified by the scenario.
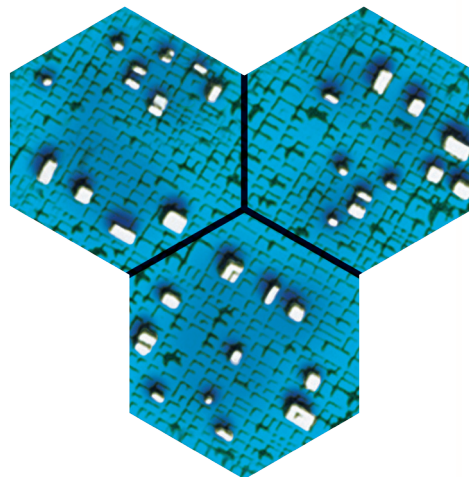
Town hexes may be flooded too. Place a "flooded town" hex from the BGG sheet over the affected town hex. Any road or rail in the hex should be considered cut unless otherwise specified by the scenario. Armor units treat a flooded town as swamp, except there is no risk of disabling or getting stuck. It costs infantry units other than Marines 2 movement points to enter the hex and their defense strength is only doubled. Marines still treat it as a town hex (1 movement point to enter, defense tripled).

River bridges are elevated structures that are built to withstand incredible stresses. The debris surge will pass under a river bridge without consequence to either the bridge or any units on the bridge. Units under the bridge are affected by the surge as described above. Stream bridges are not as sturdy. Any stream bridge within six hexsides of the surge will wash out; a "bridge out" overlay or "Road Cut" counter should be placed over the stream bridge to designate its change in status.

Breaching a dam has tactical and strategic consequences. The result of breaching a dam will both alter the map as well as put some units at risk. As all units may be affected, it is not a step to be done lightly. Scenarios may be built around the dam overlay such as protecting a dam from an attacking force or evacuating low-lying towns prior to the flood surge overwhelming the embankments. Hopefully these rules and the associated *BGG Exclusive Overlays* will enliven many future games of *Ogre*.