

OGRE MK. I (PIKEMAN)

1 MAIN BATTERY
ATK 4 RNG 6" DEF 4



18 TREAD UNITS
MOVE STARTS AT 6"

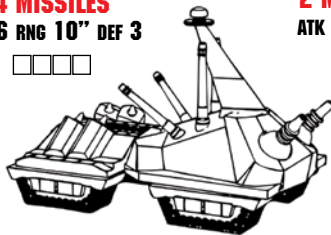
4 ANTIPERSONNEL
ATK 1 RNG 2" DEF 1

4 AU
SIZE
5

OGRE MK. III-B

4 SECONDARY BATTERY
ATK 3 RNG 4" DEF 3

4 MISSILES
ATK 6 RNG 10" DEF 3



2 MAIN BATTERY
ATK 4 RNG 6" DEF 4

48 TREAD UNITS
MOVE STARTS AT 6"

8 ANTIPERSONNEL
ATK 1 RNG 2" DEF 1

20 AU
SIZE
7

OGRE MK. VI

6 SECONDARY BATTERY
ATK 3 RNG 4" DEF 3

12 INT. MISSILES
ATK 6 RNG 10"

3 MISSILE RACKS
DEF 4

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3 MAIN BATTERY
ATK 4 RNG 6" DEF 4

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6 EXT. MISSILES
ATK 6 RNG 10" DEF 3

72 TREAD UNITS
MOVE STARTS AT 6"

16 ANTIPERSONNEL
ATK 1 RNG 2" DEF 1

40 AU
SIZE
9

OGRE MK. II

2 SECONDARY BATTERY
ATK 3 RNG 4" DEF 3



1 MAIN BATTERY
ATK 4 RNG 6" DEF 4

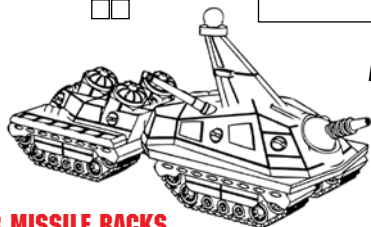
30 TREAD UNITS
MOVE STARTS AT 6"

6 ANTIPERSONNEL
ATK 1 RNG 2" DEF 1

8 AU
SIZE
6

OGRE MK. IV

2 SECONDARY BATTERY
ATK 3 RNG 4" DEF 3



1 MAIN BATTERY
ATK 4 RNG 6" DEF 4

56 TREAD UNITS
MOVE STARTS AT 8"

3 MISSILE RACKS
DEF 4

15 INT. MISSILES
ATK 6 RNG 10"

8 ANTIPERSONNEL
ATK 1 RNG 2" DEF 1

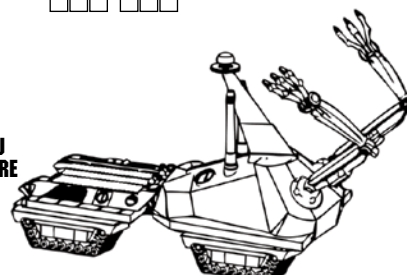
25 AU
SIZE
8

OGRE VULCAN

2 SECONDARY BATTERY
ATK 3 RNG 4" DEF 3

6 ANTIPERSONNEL
ATK 1 RNG 2" DEF 1

25 AU
OR MORE
SIZE
7



OGRE NINJA

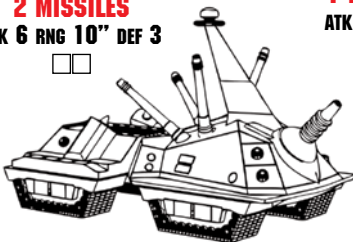
2 MANIPULATOR ARMS
DEF 2

48 TREAD UNITS
MOVE STARTS AT 8"

OGRE MK. III

4 SECONDARY BATTERY
ATK 3 RNG 4" DEF 3

2 MISSILES
ATK 6 RNG 10" DEF 3



1 MAIN BATTERY
ATK 4 RNG 6" DEF 4

45 TREAD UNITS
MOVE STARTS AT 6"

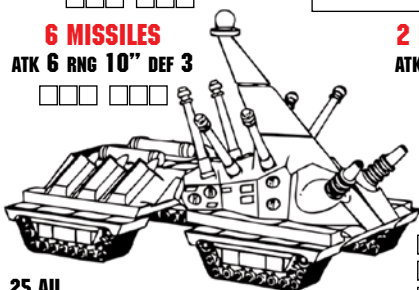
8 ANTIPERSONNEL
ATK 1 RNG 2" DEF 1

17 AU
SIZE
7

OGRE MK. V

6 SECONDARY BATTERY
ATK 3 RNG 4" DEF 3

6 MISSILES
ATK 6 RNG 10" DEF 3



2 MAIN BATTERY
ATK 4 RNG 6" DEF 4

60 TREAD UNITS
MOVE STARTS AT 6"

12 ANTIPERSONNEL
ATK 1 RNG 2" DEF 1

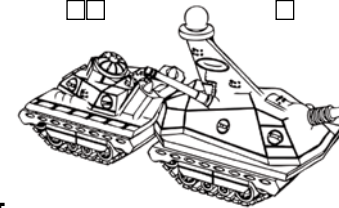
25 AU
SIZE
8

OGRE NINJA

2 SECONDARY BATTERY
ATK 3 RNG 4" DEF 3

2 EXT. MISSILES
ATK 6 RNG 10" DEF 3

25 AU
OR MORE
SIZE
7



1 MISSILE RACK
DEF 4

1 MAIN BATTERY
ATK 4 RNG 6" DEF 4

40 TREAD UNITS
MOVE STARTS AT 8"

8 ANTIPERSONNEL
ATK 1 RNG 2" DEF 1

4 INT. MISSILES
ATK 6 RNG 10"

