


## OGRE MK. I (PIKEMAN)



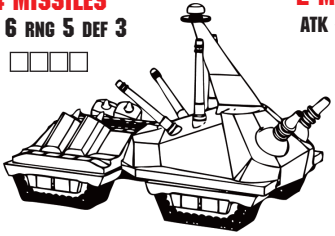
**1 MAIN BATTERY**  
ATK 4 RNG 3 DEF 4  
□

**4 ANTIPERSONNEL**  
ATK 1 RNG 1 DEF 1  
□□□□

18 TREAD UNITS  
MOVE STARTS AT 3  
□□□□  
□□□□  
□□□□  
□□□□  
□□□□  
□□□□

4 AU  
SIZE **5**

## OGRE MK. III-B



**4 SECONDARY BATTERY**  
ATK 3 RNG 2 DEF 3  
□□□□

**4 MISSILES**  
ATK 6 RNG 5 DEF 3  
□□□□

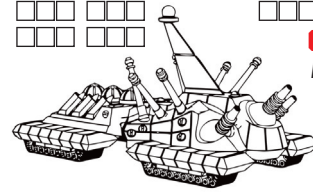
**2 MAIN BATTERY**  
ATK 4 RNG 3 DEF 4  
□□

**8 ANTIPERSONNEL**  
ATK 1 RNG 1 DEF 1  
□□□□ □□□□

20 AU  
SIZE **7**

48 TREAD UNITS  
MOVE STARTS AT 3  
□□□□ □□□□  
□□□□ □□□□  
□□□□ □□□□  
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□□□□ □□□□

## OGRE MK. VI



**6 SECONDARY BATTERY**  
ATK 3 RNG 2 DEF 3  
□□□ □□□

**12 INT. MISSILES**   **3 MISSILE RACKS**  
ATK 6 RNG 5   DEF 4

**3 MAIN BATTERY**  
ATK 4 RNG 3 DEF 4  
□□□ □□□


**6 EXT. MISSILES**  
ATK 6 RNG 5 DEF 3  
□□□ □□□

**16 ANTIPERSONNEL**  
ATK 1 RNG 1 DEF 1  
□□□ □□□  
□□□ □□□  
□□□ □□□

40 AU  
SIZE **9**

72 TREAD UNITS  
MOVE STARTS AT 3  
□□□□ □□□□  
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□□□□ □□□□

## OGRE MK. II



**2 SECONDARY BATTERY**  
ATK 3 RNG 2 DEF 3  
□□

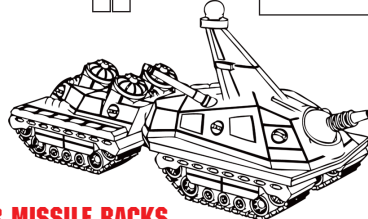
**1 MAIN BATTERY**  
ATK 4 RNG 3 DEF 4  
□

**6 ANTIPERSONNEL**  
ATK 1 RNG 1 DEF 1  
□□ □□

30 TREAD UNITS  
MOVE STARTS AT 3  
□□□□  
□□□□  
□□□□  
□□□□  
□□□□

8 AU  
SIZE **6**

## OGRE MK. IV



**2 SECONDARY BATTERY**  
ATK 3 RNG 2 DEF 3  
□□

**1 MAIN BATTERY**  
ATK 4 RNG 3 DEF 4  
□

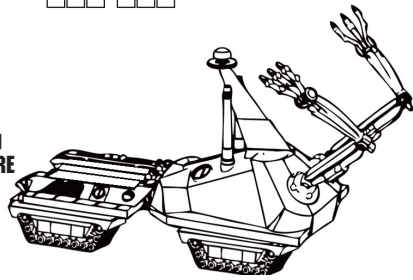
**3 MISSILE RACKS**  
DEF 4  
□□

**15 INT. MISSILES**  
ATK 6 RNG 5  
□□□□  
□□□□  
□□□□

25 AU  
SIZE **8**

56 TREAD UNITS  
MOVE STARTS AT 4  
□□□□ □□□□  
□□□□ □□□□  
□□□□ □□□□  
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□□□□ □□□□  
□□□□ □□□□

## OGRE VULCAN



**2 SECONDARY BATTERY**  
ATK 3 RNG 2 DEF 3  
□□

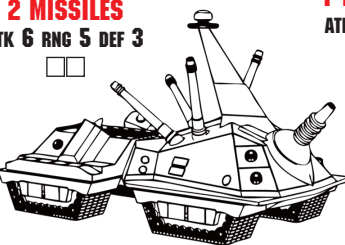
**6 ANTIPERSONNEL**  
ATK 1 RNG 1 DEF 1  
□□ □□ □□

**2 MANIPULATOR ARMS**  
DEF 2  
□□

25 AU  
OR MORE  
SIZE **7**

48 TREAD UNITS  
MOVE STARTS AT 4  
□□□□  
□□□□  
□□□□  
□□□□  
□□□□  
□□□□  
□□□□

## OGRE MK. III



**4 SECONDARY BATTERY**  
ATK 3 RNG 2 DEF 3  
□□□□

**2 MISSILES**  
ATK 6 RNG 5 DEF 3  
□□

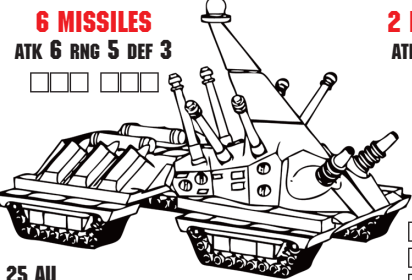
**1 MAIN BATTERY**  
ATK 4 RNG 3 DEF 4  
□

**8 ANTIPERSONNEL**  
ATK 1 RNG 1 DEF 1  
□□□□ □□□□

45 TREAD UNITS  
MOVE STARTS AT 3  
□□□□ □□□□  
□□□□ □□□□  
□□□□ □□□□  
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□□□□ □□□□  
□□□□ □□□□

17 AU  
SIZE **7**

## OGRE MK. V



**6 SECONDARY BATTERY**  
ATK 3 RNG 2 DEF 3  
□□□ □□□

**6 MISSILES**  
ATK 6 RNG 5 DEF 3  
□□□ □□□

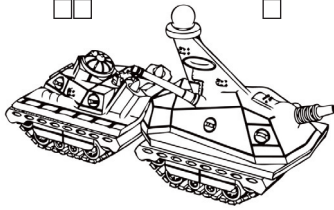
**2 MAIN BATTERY**  
ATK 4 RNG 3 DEF 4  
□□

**12 ANTIPERSONNEL**  
ATK 1 RNG 1 DEF 1  
□□□□ □□□□ □□□□

25 AU  
SIZE **8**

60 TREAD UNITS  
MOVE STARTS AT 3  
□□□□ □□□□  
□□□□ □□□□  
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□□□□ □□□□

## OGRE NINJA



**2 SECONDARY BATTERY**  
ATK 3 RNG 2 DEF 3  
□□

**2 EXT. MISSILES**   **1 MISSILE RACK**  
ATK 6 RNG 5 DEF 3   DEF 4

**1 MAIN BATTERY**  
ATK 4 RNG 3 DEF 4  
□

**40 TREAD UNITS**  
MOVE STARTS AT 4  
□□□□  
□□□□  
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□□□□

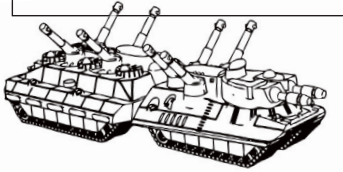
25 AU  
OR MORE  
SIZE **7**

**8 ANTIPERSONNEL**   **4 INT. MISSILES**  
ATK 1 RNG 1 DEF 1   ATK 6 RNG 5  
□□□ □□□□   □□□□

8 SECONDARY BATTERY  
ATK 3 RNG 2 DEF 3

### DOPPELSOLDNER

20 INT. MISSILES  
ATK 6 RNG 5



2 MAIN BATTERY  
ATK 4 RNG 3 DEF 4

6 MISSILE RACKS  
DEF 4

60 TREAD UNITS  
MOVE STARTS AT 3

40 AU  
SIZE  
9

12 ANTIPERSONNEL  
ATK 1 RNG 1 DEF 1

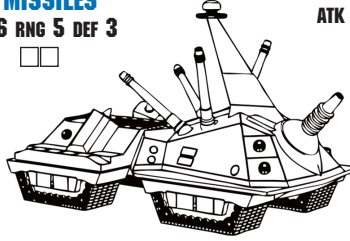
Progression chart for Doppelsoldner showing 60 tread units (6 rows of 10 squares) and 12 antipersonnel (3 rows of 4 squares).

4 SECONDARY BATTERY  
ATK 3 RNG 2 DEF 3

### LEGIONNAIRE (MK. III)

2 MISSILES  
ATK 6 RNG 5 DEF 3

1 MAIN BATTERY  
ATK 4 RNG 3 DEF 4



45 TREAD UNITS  
MOVE STARTS AT 3

17 AU  
SIZE  
7

8 ANTIPERSONNEL  
ATK 1 RNG 1 DEF 1

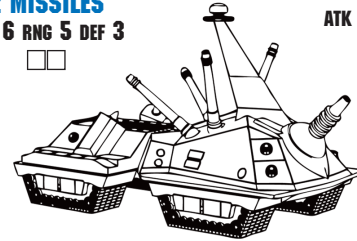
Progression chart for Legionnaire (MK. III) showing 45 tread units (4 rows of 10 squares, 5th row 5 squares) and 8 antipersonnel (2 rows of 4 squares).

4 SECONDARY BATTERY  
ATK 3 RNG 2 DEF 3

### LEGIONNAIRE (MK. III)

2 MISSILES  
ATK 6 RNG 5 DEF 3

1 MAIN BATTERY  
ATK 4 RNG 3 DEF 4



45 TREAD UNITS  
MOVE STARTS AT 3

17 AU  
SIZE  
7

8 ANTIPERSONNEL  
ATK 1 RNG 1 DEF 1

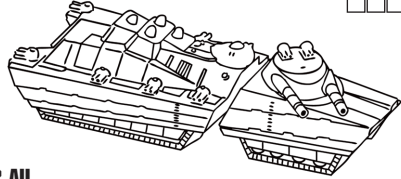
Progression chart for Legionnaire (MK. III) showing 45 tread units (4 rows of 10 squares, 5th row 5 squares) and 8 antipersonnel (2 rows of 4 squares).

2 SECONDARY BATTERY  
ATK 3 RNG 2 DEF 3

### FENCER

4 MISSILE RACKS  
DEF 4

20 INT. MISSILES  
ATK 6 RNG 5



48 TREAD UNITS  
MOVE STARTS AT 3

22 AU  
SIZE  
8

8 ANTIPERSONNEL  
ATK 1 RNG 1 DEF 1

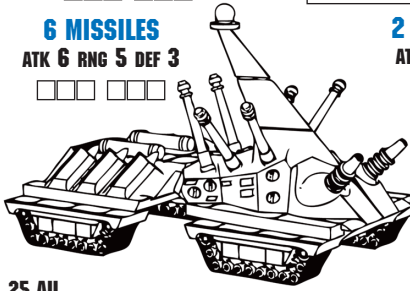
Progression chart for Fencer showing 48 tread units (4 rows of 10 squares, 5th row 8 squares) and 8 antipersonnel (2 rows of 4 squares).

6 SECONDARY BATTERY  
ATK 3 RNG 2 DEF 3

### HUSCARL (MK. V)

6 MISSILES  
ATK 6 RNG 5 DEF 3

2 MAIN BATTERY  
ATK 4 RNG 3 DEF 4



60 TREAD UNITS  
MOVE STARTS AT 3

25 AU  
SIZE  
8

12 ANTIPERSONNEL  
ATK 1 RNG 1 DEF 1

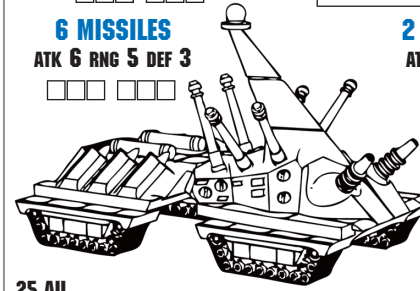
Progression chart for Huscarl (MK. V) showing 60 tread units (6 rows of 10 squares) and 12 antipersonnel (3 rows of 4 squares).

6 SECONDARY BATTERY  
ATK 3 RNG 2 DEF 3

### HUSCARL (MK. V)

6 MISSILES  
ATK 6 RNG 5 DEF 3

2 MAIN BATTERY  
ATK 4 RNG 3 DEF 4



60 TREAD UNITS  
MOVE STARTS AT 3

25 AU  
SIZE  
8

12 ANTIPERSONNEL  
ATK 1 RNG 1 DEF 1

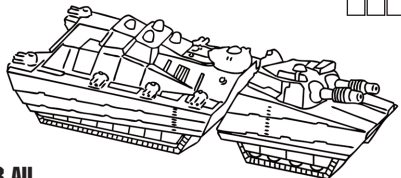
Progression chart for Huscarl (MK. V) showing 60 tread units (6 rows of 10 squares) and 12 antipersonnel (3 rows of 4 squares).

2 MAIN BATTERY  
ATK 4 RNG 3 DEF 4

### FENCER-B

4 MISSILE RACKS  
DEF 4

20 INT. MISSILES  
ATK 6 RNG 5



48 TREAD UNITS  
MOVE STARTS AT 3

23 AU  
SIZE  
8

8 ANTIPERSONNEL  
ATK 1 RNG 1 DEF 1

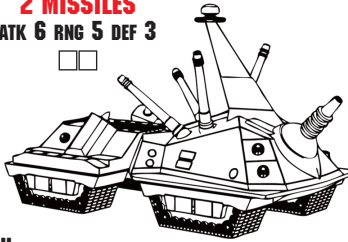
Progression chart for Fencer-B showing 48 tread units (4 rows of 10 squares, 5th row 8 squares) and 8 antipersonnel (2 rows of 4 squares).

4 SECONDARY BATTERY  
ATK 3 RNG 2 DEF 3

### OGRE MK. III

2 MISSILES  
ATK 6 RNG 5 DEF 3

1 MAIN BATTERY  
ATK 4 RNG 3 DEF 4



45 TREAD UNITS  
MOVE STARTS AT 3

17 AU  
SIZE  
7

8 ANTIPERSONNEL  
ATK 1 RNG 1 DEF 1

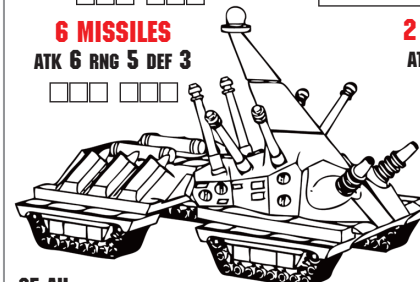
Progression chart for OGRE MK. III showing 45 tread units (4 rows of 10 squares, 5th row 5 squares) and 8 antipersonnel (2 rows of 4 squares).

6 SECONDARY BATTERY  
ATK 3 RNG 2 DEF 3

### OGRE MK. V

6 MISSILES  
ATK 6 RNG 5 DEF 3

2 MAIN BATTERY  
ATK 4 RNG 3 DEF 4



60 TREAD UNITS  
MOVE STARTS AT 3

25 AU  
SIZE  
8

12 ANTIPERSONNEL  
ATK 1 RNG 1 DEF 1

Progression chart for OGRE MK. V showing 60 tread units (6 rows of 10 squares) and 12 antipersonnel (3 rows of 4 squares).