OGRE®

SIXTH EDITION, REVISED • BATTLEFIELDS

RULES SECTIONS

ABOUT OGRE BATTLEFIELDS

Battlefields is the long-promised expansion to *Ogre*. *Battlefields* is not a complete game in itself. Rather, it enhances either of the latest editions of *Ogre*: *Ogre Designer's Edition* or *Ogre Sixth Edition*. This set includes new maps, counters for new units, new 3-D constructs for both hard-to-find Ogres and new structures, *Ogre* record cards, terrain overlay counters, a reference sheet, a scenario sheet, and the most complete rulebook for *Ogre* to date. In addition to the material published in *Ogre Designer's Edition*, the rulebook has a number of new rules, such as those for Combat Engineering plus all of the new units in *Battlefields*, that were formerly available only online.

The *Ogre* record cards are printed with boardgame stats on one side and *Ogre Miniatures* game stats on the other, since we know a lot of you will be using the miniatures rules at some point. Simply utilize the side applicable to the game you're playing.

The sheet of overlays will help players in experimenting with their own scenario designs, as well as playing many of the previously published scenarios. Some possibilities may be found here: **sjgames.com/ogre/products/ogredesigner/img/ogre_scenarios.pdf**. If you develop a particularly fun scenario, be sure to let us know; we just might publish it! Send the details of your creation to **ogre@sjgames.com**.

See **ogre.sjgames.com** and Warehouse 23 for the *Ogre Sixth Edition* game, *Ogre Reinforcements*, *Ogrezine*, and the three PDF scenario books you can buy and enjoy today. Also, be sure to sign up for Ogre News at **ogre.sjgames.com** so you never miss out on the latest happenings in the world of *Ogre*!

STEVE JACKSON GAMES
ogre.sjgames.com

PREFACE

Technology governs strategy. The tank-type vehicle, written off by many at the end of the 20th century, ruled the battlefields of the 21st.

Several factors led to the reappearance of mechanized warfare. The first, of course, was the development of biphase carbide (BPC) armor. Stronger than any steel, it was also so light that even an air-cushion vehicle could carry several centimeters of protection. The equivalent of a ton of TNT was needed to breach even this much BPC armor – which meant that, in practice, nothing less than a tactical nuclear device was likely to be effective.

Infantry, which had for a time eclipsed the tank, declined in importance. Although an infantryman could carry and direct a tactical nuclear missile, he had to be extensively (and expensively) protected to survive the nuclear battlefield. Thus, the "powered suit" was developed. Four cm of BPC, jet-equipped, it could guard a man for about a week (in increasing discomfort) from shrapnel, background radiation, and biochem agents. However, the cost of equipping infantry reduced their value. They were still more flexible and maneuverable than armor, and now they were almost as fast – but they were no longer cheaper.

Long-range nuclear missiles, which had been expected to make a mockery of "conventional" operations, likewise declined in value as jamming technology and laser countermeasures improved. Without satellite guidance, no missile could hit a less-than-city-sized target at more than 30 km . . . and no combatant could keep a spy satellite operational for over an hour. Missiles big enough to carry jam-proof guidance systems were sitting ducks for the big laser batteries – for, although lasers had proved too temperamental and fragile for battlefield use, they were fine as permanent AA units, defending rear areas.

Thus, the tank-type vehicle – fast, heavily armed and armored, able to break through enemy positions and exploit disorganization – returned to wide use. And, once again, planners fretted over priorities. More guns? More armor? More speed? Increase one, and lose on the others? Increase all, and build fewer units?

Some interesting compromises appeared. The 21st-century infantryman, especially with the later "heavy powered suit," was a tank in his own right, at least by 20th-century standards. The armed hovercraft or ground effect vehicle (GEV), equipped with multileaf spring skirts for broken ground, could make 150 km/h on any decent terrain, and nearly 200 on desert or water. Conventional tanks were slower but tougher. All fired tactical nuclear shells.

The ultimate development of the tank-type weapon, though, was the cybernetic attack vehicle. The original tanks had terrorized unsophisticated infantry. The cybertanks terrorized *everyone,* and with good reason. They were bigger (up to 30 meters), faster (hovercraft models proved too vulnerable, but atomic-powered treads moved standard units at 90 km/h or better), and more heavily armed (some had firepower equal to an armor *company*). And two to three *meters* of BPC armor made them nearly unstoppable. What made the cybertank horrifying, though, was its literal inhumanity. No crew was carried; each unit was wholly computer-controlled. Although true artificial intelligence had existed (in deep secrecy) as early as 2010, and fully autonomous factories and military installations were in wide use by the middle of the century, the cybertanks were the earliest independent mobile units – the first true "robots."

Once the first cybertanks had proved their worth, development was rapid. The great war machines aroused a terrified sort of fascination. Human warriors devoutly hoped never to confront them, and preferred to keep a respectful distance – like several kilometers – even from friendly ones. They were just too *big*.

One fact, more than anything, shows the troops' attitude toward the cybertank. Unlike other war vehicles, they were never called "she." Friendly units of the speaker's acquaintance were "he"; others were "it." And the term "cybertank" was rarely used. People had another name for the big war machines – one drawn from the early Combine units and, before that, from dark myth.

They called them Ogres . . .
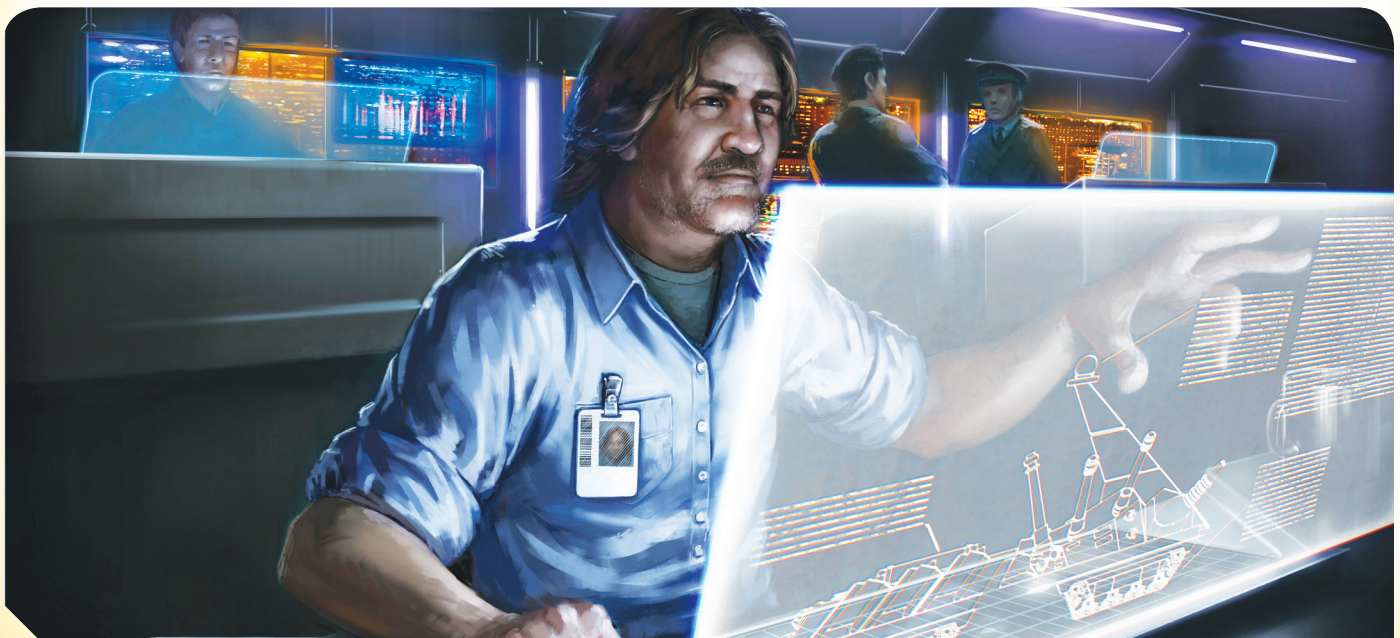
INTRODUCTION AND STARTING SCENARIOS 1.00

In its basic version, *Ogre* is a two-player game representing an attack by a cybernetic fighting unit – the Ogre – on a strategic command post guarded by an armor battalion. Playing time is between 30 minutes and 1 hour. Other scenarios (see the Scenario Book) may involve the larger (*G.E.V.*) maps, more types of units, and/or *several* Ogres, and may take as long as desired.

1.01 Learning. Before playing for the first time, skim Sections 1 through 7 to get the feel of the game. *Those are the only rules used for these starting scenarios. "Ramming" rules are used. Only one unit can occupy each hex except during ramming.* Then set up the map and counters for the *Mark III Attack* (below) and begin play.

You can download a "quick start" version of the rules, with only the relevant parts of Sections 1-7, from **ogre.sjgames.com/quickstart**.

1.02 Objectives. Each scenario gives its own conditions for ending the game, and objectives for each player. Unless specified otherwise, a scenario continues until one force is entirely gone from the map, through destruction, withdrawal, or both.

1.03 Solo play. Because relatively few units are involved, the scenarios in this section are good for solo play – that is, one person can play both sides. Try different tactics. For example, "program" the Ogre to charge straight in, and reduce the size of the defensive forces for balance. Alternatively, commit the defense to fairly static positions and make hit-and-run attacks with the Ogre, in which case the defensive forces should be much larger. On the *G.E.V.* maps, the *Breakthrough* and *Raid* scenarios are good for solitaire play.

1.04 Play balance. Most players find Ogre tactics are easier to learn than defense tactics. The balance on the starting scenarios takes this into account. *In particular, the Mark III Attack scenario assumes that both players are new to the game.* If both players are experienced, the defender will usually win with the forces given; removing two armor units will make the Mark III scenario about even for experienced players.

In a perfect setup, victory should go to the more skillful player, regardless of who takes which side. By adjusting the number of defending armor units, it is easy to handicap the game to make up for different levels of experience. In a tournament, it is suggested that every round consist of two games, with each player attacking once and defending once.

1.05 Unit choice. While learning, things will move faster if the defense uses only infantry and the four types of armor units in the original game: Heavy Tank, Missile Tank, GEV, and (at double cost) Howitzer.

MARK III ATTACK

This represents an Ogre attack on a heavily guarded command post. Use the original *Ogre* map, which is orange. The defense sets up first. The defending player gets 20 squads of infantry (that is, infantry counters totaling 20 points of attack strength, in any combination of counters), and 12 armor units. Note: Light Tanks and Light GEVs count as only half an armor unit. Howitzers, Mobile Howitzers, and Superheavies cost double. No Cruise Missiles allowed!

There are four gray arrows on the edges of the *Ogre* map. They define two lines which divide the map into North, Central, and South areas. Hexes on a line are considered north of that line.

The area between the lines is the Central Area. No more than 20 attack strength points (see p. 7, first counter diagram) may be set up in this area.

The rest of the defending force must be set up in the North Area, which comprises all hexes on or north of the north line.

No defenders may set up in the South Area (that is, in any hex whose number ends in 17 or higher).

DEFENSIVE SETUP

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

No units may start in, or enter, a crater hex.

The Command Post may be placed anywhere, but the farther north it is, the safer it is!

The attacking player takes a single Ogre Mark III and moves first, entering anywhere on the south end of the map. It spends one movement point to enter its starting hex.

Victory conditions are as follows:

▶ All defending units destroyed: *complete Ogre victory*.

▶ Command Post destroyed and Ogre escapes from the south end of the map: *Ogre victory*.

▶ Command Post *and* Ogre destroyed: *marginal Ogre victory*.

▶ Command Post survives, but Ogre escapes: *marginal defense victory*.

▶ Command Post survives, Ogre destroyed: *defense victory*.

▶ Command Post and at least 30 points of attack strength survive, Ogre destroyed: *complete defense victory*.

MARK V ATTACK

Play is identical to *Mark III Attack*, except:

▶ The defense gets 30 squads of infantry (e.g., 10 3-squad counters) and 20 armor units.

▶ No more than 40 points of attack strength may set up in the Central Area.

▶ The attacking Ogre is a Mark V.

▶ For a complete victory, the defender must destroy the Ogre while preserving his CP and at least 50 points of attack strength.

GENERAL SCENARIO RULES
AND VICTORY POINTS

This section was designed for use with large scenarios on the green (*G.E.V.*) maps, but can be applied to smaller games if you wish.

1.06 Scenario details. Each scenario specifies what map to use, what units each side receives at the beginning of the game, and where they may be placed and/or when and where they may enter. Units may be set up in any terrain type they may legally enter. Units that are set up in unsafe terrain (e.g., armor units in swamp) are safe when the game begins, but must roll to determine whether they become disabled (or stuck) if they enter another unsafe hex.

1.07 Unit costs. In some scenarios, players are not given specific units; instead, they will be given a specified number of infantry and a certain allowance for "armor units." Within the limitations of the counter set supplied, the player may pick any combination of armor units to make up this number. However:

▶ Specialist infantry – Marines, Engineers, and Heavy Weapons Teams – count double – that is, each squad counts as two infantry squads.

▶ Superheavy Tanks, Howitzers, and Mobile Howitzers count double – that is, each counts as two armor units.

▶ Light Tanks and Light GEVs each count only half – that is, a player may take two Light Tanks instead of one armor unit.

▶ If Missile Crawlers are allowed in a scenario at all, they cost three armor units: two for the Missile and one for the Crawler.

1.08 Victory points. Each player earns "victory points" for accomplishing certain objectives. Each scenario has its own objectives and victory point lists. Unless specified otherwise, each player always earns victory points for destroying enemy units as follows:

▶ For each squad (that is, one attack strength point) of infantry destroyed: 2 points. Specialist infantry count double.

▶ For each "half value" armor unit destroyed (e.g., Light Tank): 3 points.

▶ For each "standard" armor unit or Crawler destroyed: 6 points.

▶ For each "double value" armor unit, such as a Howitzer, destroyed, or each Cruise Missile destroyed (or fired by enemy): 12 points.

1.08.1 Captured units. When all remaining units on one side are immobilized, they are captured. For instance, a unit is captured if it is stuck in the swamp (Section 5.08.3) when all its allies have left the map. Scenarios may also add rules for capture or surrender. Captured units count double VP. Exception: An Ogre does not surrender and is never "captured" unless a scenario specifically provides for it. Even a treadless, weaponless, "dead" Ogre is usually pounded to scrap from a distance. Investigating a "dead" Ogre makes bomb disposal look safe by comparison! Therefore, immobile Ogres left on the map count as destroyed.

1.09 VP for destroyed Ogres. If an Ogre is "destroyed" by loss of all treads and fireable weapons, or is left immobile on enemy-held ground, score VP as follows:

Mark I	25 points
Mark II	50 points
Mark III	100 points
Mark III-B	120 points
Fencer	130 points
Fencer-B	140 points
Mark IV or V	150 points
Ninja or Vulcan	by scenario
Mark VI or Doppelsoldner	240 points

1.09.1 Damage to Ogres. For damage done to enemy Ogres which are not destroyed. The total points scored for damage to an Ogre may not exceed that Ogre's VP value in the chart above.

|	
For every tread unit destroyed	1 point
For every AP gun destroyed	1 point
For every secondary battery gun destroyed	4 points
For every main battery gun destroyed	8 points
For every missile rack destroyed	4 points
For every missile destroyed (or fired by enemy)	1 point
For every Vulcan arm destroyed	4 points
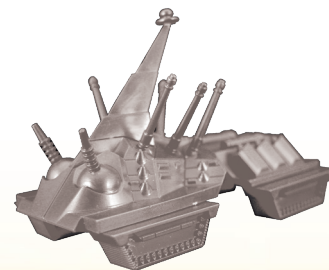
MAPS

2.00

Maps are divided into hexagons, or "hexes." Each hex represents an area 1,500 meters across. Hexes are numbered to aid in scenario setup.

The original *Ogre* map (orange) represents devastated, cratered terrain, and gives smaller, faster games. The green maps are the "*G.E.V.*" maps, because they were originally released with the game of that name. They show undamaged terrain with towns and forests. The *G.E.V.* maps available as of mid-2018 are designated G1, G2, S1, and S2.

2.00.1 Geomorphing maps. Any S map may be connected to any side of any G map. A board of any size may be assembled by alternating G and S maps. When multiple maps are used, a hex is designated by the map number and then the hex number – for instance, G2-1401.
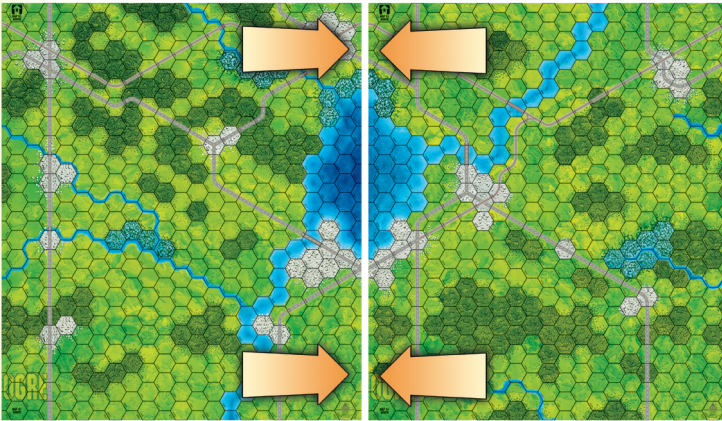

2.00.2 Partial hexes. To allow the G and S maps to geomorph, the maps are cut down the middle of rows of hexes. Hexes that fall between maps will contain two numbers (four at the corners!). Such hexes can be referred to by either number. Hexes that fall between maps are still considered a single hex, and a partial hex at the edge of the map is treated as a full hex for all purposes.

The quarter hex counts as one full hex

The half hex counts as one full hex
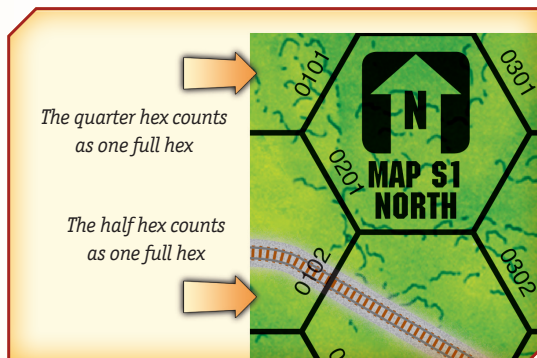
2.00.3 Map overlays. These pieces may be placed on top of the map to change terrain. Overlays are two-sided. They range in size from multi-hex pieces to small ovals that change a single map hexside. Overlays may be placed at the start of a scenario, or used to represent damage (craters, bridge out, rubbled towns, and so on) during play.

Overlays, especially small or thin ones, can move accidentally. A *small* amount of poster putty or rubber cement can be used to hold an overlay in place. Peel it off carefully after the game.

Ridge Overlays
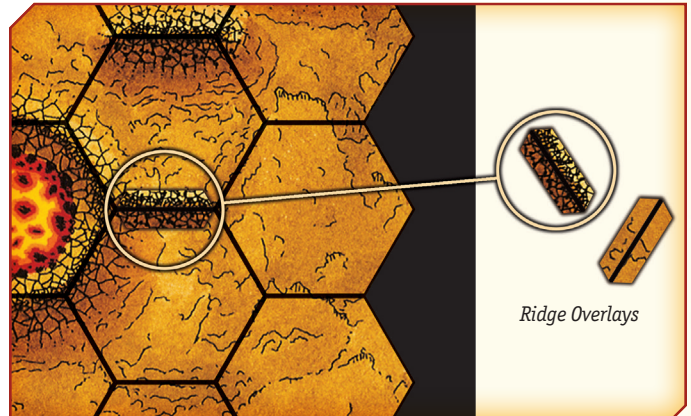
2.01 Terrain types. Each map hex has a single basic terrain type, which governs entry into (and sometimes exit from) the hex, and may give bonuses to defense. The edges of hexes often depict bits of adjoining terrain types, but this is only to make the map look more realistic; these small overlaps have no effect on play. Details of terrain effects on movement and combat are found in Sections 5 and 7, respectively.

The Player Reference Sheets include terrain effect charts.

2.01.1 Clear terrain. Light green hexes (on the *G.E.V.* maps) and orange-brown hexes (on the original *Ogre* map) represent "clear" areas. All units have their normal movement and combat abilities in clear terrain.
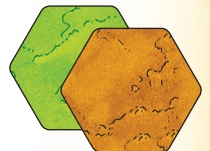
2.01.2 Craters. Hexes containing craters are impassable. No unit may move into or over a crater. Units *may* fire over craters. The small cracks around craters do not affect movement.

A cold crater is treated as a clear hex with ridges on all six sides (see 2.02.1).
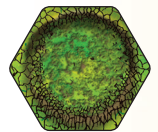
Crater overlays may be added to the map. They have the same effect as printed craters. A crater is immediately placed on the map in any non-water hex where a Cruise Missile strikes (see Section 10, below).
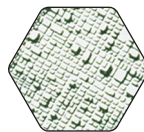
2.01.3 Towns. Urban areas, which slow all units except infantry and protect all units.
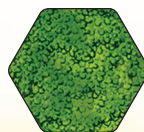
2.01.4 Forests. Wooded areas, which slow the movement of armor units and protect infantry.
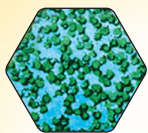
2.01.5 Swamps. Marshy wooded areas, which drastically reduce armor movement and protect infantry.
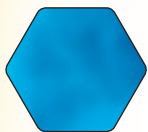
2.01.6 Water. River or lake areas. Water hexes are impassable to all units except infantry, GEV-type units, Ogres, and Superheavy Tanks.
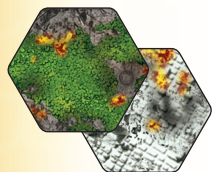
2.01.7 Damaged town and forest. Hexes showing town and forest with scattered fires are provided as overlays. If a town or forest hex is damaged (see Section 13.01), it is replaced by one of these overlays, which cuts roads and railroads but has no other effect.
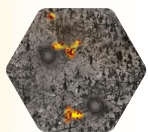
2.01.8 Rubble. The "damaged" overlays are backed by "rubble." If a town or forest hex is destroyed (see 13.01), it is replaced by rubble, which most units treat as swamp.

2.01.9 Beach. A beach hex is a clear hex which borders a water hex, and includes at least one hexside which is hard, flat, and gently sloped from water to land. These "beach hexsides" are shown in tan. Beach hexes appear only on overlays, for use in scenarios.

Beach is treated as ordinary clear terrain for all purposes. Exception: GEVs may move through a beach *hexside* from land to water, or vice versa, without ending the tur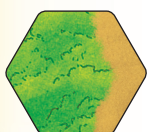n at the edge of the water. If a road or railroad passes through the beach hex, a GEV may move from road/RR to water or vice versa and get a road bonus for that phase, *if and only if* the GEV passes through the beach hexside.

2.02 Hexside terrain. Some terrain features are drawn along the sides of hexes. These affect movement *between* hexes, but do not affect units in the adjoining hexes.
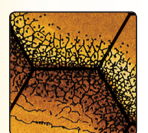
2.02.1 Ridge hexsides. Heavy black markings along hexsides indicate ridges of loose debris that block movement. Only Ogres, Superheavy Tanks, and infantry may cross ridge hexsides. Units *may* fire over ridges.
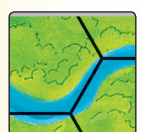
2.02.2 Stream hexsides. Wavy blue lines along hexsides represent streams. Streams delay the movement of most armor units, but do not affect fire.

2.03 Roads and railroads. These features always run through the center of hexes. They do not change the underlying terrain type, but units on the road/railroad ignore all movement penalties for terrain.
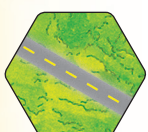
2.03.1 Roads. Hexes containing a gray line with a dashed yellow center are road hexes. Units which enter a hex on the road may ignore any movement penalties for the underlying terrain. A unit which stays on the road for its entire movement phase gets a "road bonus" to movement (see Section 5.07.1). Roads do not affect combat.

If a road leads straight into a water hex, it is a GEV ramp, specifically made to allow GEVs to move between land and water without losing the road bonus. The GEV must cross from land to water, or vice versa, across the hexside with the end of the ramp.
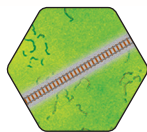
2.03.2 Railroads. Hexes containing track marks are rail hexes, used by trains (see Section 9). GEVs and infantry treat railroads as roads.
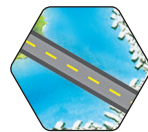
2.03.3 Bridges. A bridge image indicates a place where a road or railroad crosses a stream or river. Bridges may be destroyed (see Section 13.02), cutting the road or railroad.

Stream Bridge   *River Bridge*

Indicate this by placing a "Bridge Out" overlay.

Note that any unit can cross a railroad bridge.

UNITS

3.00

Red counters on black represent the forces of the North American Combine. Blue counters on white are forces of the Paneuropean Federation. The green units on white represent the "Black Rose" mercenary company. Other sponsored counter sets are various colors and may be treated as separate commands, as mercenaries, or as any other force a scenario calls for.

Ogres are painted whatever color they like. Some Ogres in this set are painted to match factions; others are unique.

The Combine counter mix leans toward offense, with more tanks and GEVs, and the Paneuropean force has more defensive Howitzers and more "target" units like Trucks. However, unless a scenario specifically limits availability of a unit type, players may build whatever forces they like, using substitute counters, miniatures, and so on, as required.
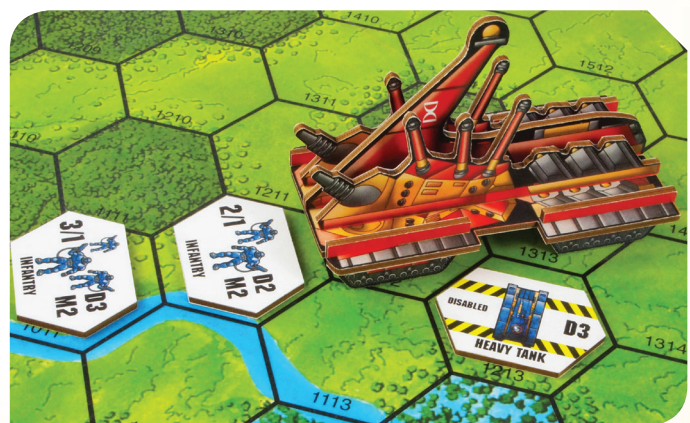
There are two types of unit counters:

2-D (flat) counters represent most units. Each counter carries an image, a name, and the unit's stats. The reverse side of an armor counter shows that unit in a disabled state. Infantry counters have different unit sizes on front and back. 2-D Ogre counters simply have different colors on the front and back.

3-D counters are provided for Ogres, Command Posts, Laser Turrets, Laser Towers, and assorted buildings. The 3-D effect makes these key units easier to spot on the board, but has no effect on the game stats.

3.01 Armor units. Each of these counters is a single manned gun or vehicle. It has four stats which give its capabilities: attack strength and range (see Section 7.02), defense strength (see Section 7.03), and movement points. Most units have a single number for movement (see Section 5.01). GEV units have two numbers separated by a dash (see Section 5.05) because they may move twice per turn.

In scenarios which define units in terms of "victory points," one standard armor unit is worth 6 VP, a half unit is 3 VP, and so on.

Heavy Tank (HVY). A Main Battle Tank, with a good balance of offense, defense, and speed.

Missile Tank (MSL). A lightly armored tracked missile launcher.

Light Tank (LT). A lightly armored scout-type tank. Because this is an inexpensive vehicle, a Light Tank counts as only half an armor unit in scenario setups.

Superheavy Tank (SHVY). A heavy tracked vehicle mounting twin weapons . . . a "tank destroyer." It is affected by terrain as though it were an Ogre! When a player chooses units at the beginning of a scenario, each Superheavy is worth two armor units.

The Superheavy has two main guns. Its total attack strength is 6, but it may divide this into two attacks of 3 each. (The * on the counter indicates this split attack ability – see 7.02.) But, unlike an Ogre, the Superheavy may not lose one gun and continue to function. When it is hit, it is disabled or destroyed as a unit.

The Superheavy also has two antipersonnel weapons. These function exactly like Ogre AP weapons (see Section 7.05.1). Like Ogre AP, they are doubled in an overrun attack.

Optional rule 13.07 allows Superheavies to take partial damage, using Ogre-style record sheets.

Howitzer (HWZ). A non-self-propelled heavy missile cannon. Because this is an expensive unit, a player must count each Howitzer as two armor units in scenario setup.

Mobile Howitzer (MHWZ). A missile cannon mounted on a tracked chassis. It is also an expensive unit, and counts as two armor units in scenario setup.

Light Artillery Drone (LAD). A fully autonomous light missile cannon. It has no movement capability of its own, but may be transported by other units (see Section 14.01).

Ground Effect Vehicle (GEV). A highly mobile hovercraft, lightly armed and armored. GEVs may move *twice* per turn. Terrain affects GEVs differently from other units; in particular, they can cross water.
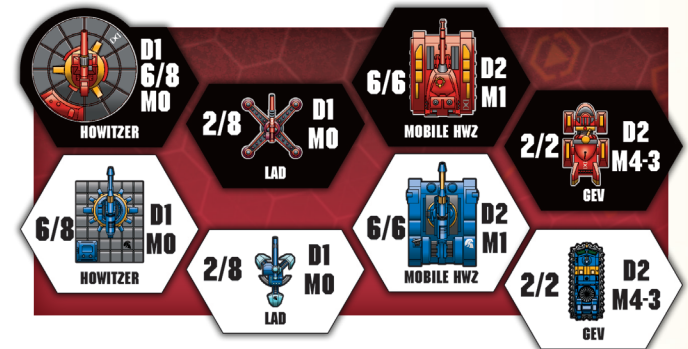
Light GEV (LGEV). A lightly armed one-man hovercraft. It uses GEV movement and terrain rules.

When a player chooses units at the beginning of a scenario, each LGEV is worth half an armor unit.

GEV-PC. A hovercraft personnel carrier. It uses GEV movement and terrain rules.

A GEV-PC can carry up to three squads of infantry. See Section 5.11 for movement and combat rules used when infantry ride vehicles.

Missile Crawler (MCRL). A heavy tracked vehicle carrying a Cruise Missile (see Section 10). It has no attack strength of its own; it attacks by firing the missile. It is affected by terrain as though it were a Heavy Tank. When a player chooses units at the beginning of a scenario, each Missile Crawler is worth three armor units.

Crawler (CRL). A Missile Crawler that has fired its missile. It is affected by terrain as though it were a Heavy Tank. Crawlers cannot be chosen in the initial setup; when a Missile Crawler fires its missile, it is replaced by a Crawler, which can do no further damage, but is worth victory points to the enemy if destroyed.

3.02 Infantry (INF). Infantry wear powered "battlesuits" which greatly increase their mobility and provide some radiation and shrapnel protection. The scenario setups refer to infantry in terms of "squads." Each squad is 1 attack strength point, so a 3/1 infantry counter represents three squads. Infantry counters are 2/1 on one side, and either 1/1 or 3/1 on the other, for ease in splitting or recombining squads.

A 3-squad counter is the equivalent of one armor unit for both stacking and victory points. In the *Ogre* map scenarios, no more than three squads of infantry (a 3/1 counter) can occupy one hex.

Note that the defense strength of each infantry counter is equal to the number of squads. Safety in numbers!

Most infantry are "regular" INF units. Specialist infantry, as described below, have extra cost and capabilities but otherwise perform as regular infantry.

All types of infantry can combine in groups of up to three squads for defensive purposes. Any two squads can defend together at D2, and any three squads can defend at D3. If an attacker gets a **D** result against a mixed stack of infantry, roll randomly to see which squad is lost.

3.02.1 Marine Battlesuits (MAR). Marines are treated for all purposes like regular infantry, except that they move and attack equally well on land and water, and have double defense in water hexes.

When a player chooses units at the beginning of a scenario, he may trade regular infantry for Marines at a 2 to 1 ratio; for instance, 20 regular infantry could be traded for 10 Marines.

3.02.2 Heavy Weapons Teams (HWT). Specialist battlesuit squads. An infantry squad armed with a portable one-shot missile. Each Heavy Weapons Team may make a single "heavy weapon attack" at Attack Strength 3 and Range 4. Once this attack is made, flip the counter to its "Fired" side. The heavy weapon may not be fired while mounted (5.11.1) or on the turn the Heavy Weapons Team dismounts (this is an exception to 5.11.3). The heavy weapon attack does not double in overruns.

A Heavy Weapons Team has an inherent Attack 1 at Range 1, which can be used both before and after firing the heavy weapon. Treat this like a regular infantry attack. This inherent attack cannot be used in any Fire Phase or overrun fire round where the heavy weapon attack is used.

Heavy Weapons Teams are deployed in special scenarios. Players can mutually agree to allow Heavy Weapons Teams in other scenarios, by trading regular infantry for Heavy Weapons Teams at a 2 to 1 ratio; for example, 10 regular infantry might be exchanged for five Heavy Weapons Teams. As specialist infantry, Heavy Weapons Teams are worth double victory points (i.e., 4 VP per squad). Other than as mentioned above, a Heavy Weapons Team should be treated as infantry in all other circumstances.

Heavy Weapons Teams may re-arm from either a stocked CP depot, or a Truck or Hovertruck carrying "Heavy Weapons Team missiles." They need to begin and spend one full turn in the same hex as the reload source without firing. Each additional missile would cost 1 VP each for unit selection and victory calculation. A Heavy Weapons Team may carry only one heavy weapon missile at a time. A Truck or Hovertruck may carry up to 10 missiles, or up to five if a squad rides in the Truck at the same time. Players may receive one regular Truck for "free" per 10 missiles (or fraction thereof) purchased, if they so desire. A Hovertruck would cost 2 VP each for unit selection and victory calculation (in addition to the missile costs). Reduce the number of "free" wheeled Trucks available by one for each Hovertruck purchased. Armor units and other types of infantry may not carry heavy weapon missiles due to the large protective casing within which they are transported. Heavy weapon missiles may not be attacked individually, but are destroyed if the Truck or CP is destroyed.

3.02.3 Marine Heavy Weapons Teams (HWTM). Specialist battlesuit squads. Marine Heavy Weapons Teams are treated for all purposes like regular Heavy Weapons Teams, except that they move and attack equally well on land and water, and have double defense in water hexes. The heavy weapon attack is uniquely designed to be effective in both air and water. Marine Heavy Weapons Teams may use their heavy weapon attack on either surface or submerged units without penalty. Unlike regular Heavy Weapons Teams, they may re-arm from Hovertrucks on the water, as per the re-arming rules above. Marine Heavy Weapons Teams cost 6 VP per squad, (or 3× the cost of regular infantry.)

3.02.4 Combat Engineers (CE). Combat Engineers are specialist infantry with skills to alter the battlefield and aid in the survivability of other units. A full description of their abilities is found in Section 15.00, Combat Engineering.

3.02.5 Marine Engineers (ME). Marine Engineers are Combat Engineers capable of performing engineering tasks while in water. A full description of their abilities is found in Section 15.00, Combat Engineering.
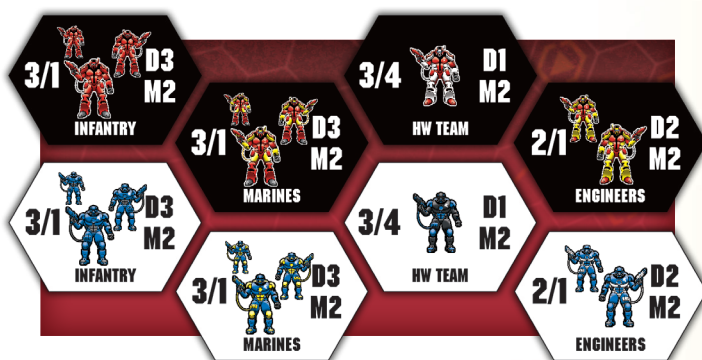
3.03 Transport Units. These have no combat strength, and are available only if specified in a scenario. Cost also depends on the scenario. In game terms, they are usually just targets.

Truck (TK). A large Truck, unarmed and nearly unarmored. It has no attack strength, and a defense strength of 0 – if attacked, it is automatically destroyed. In a town hex, and/or undergoing a spillover attack, it has a defense strength of 1. It can carry two squads of infantry.

As a wheeled vehicle, it has its own set of terrain effects. See 5.08.5.

Hovertruck (HT). A cargo-carrying hovercraft. It uses GEV movement and terrain rules. It can carry two squads of infantry.

**Train.** The train is described in Section 9. A train is two hexes long, and is made up of two counters. A separate marker is used to show its speed. The train moves only on the railroad tracks.

3.04 Ogres. There are several types of Ogre. Each counter represents a single cybernetic fighting machine, equipped with guns, missiles, antipersonnel weapons, and heavy armor. See the box for more about the different Ogres.

Most Ogre counters are two hexes long. Always treat the Ogre as occupying *only* the *front* hex of its counter or miniature.

3.04.1 Ogre Record Sheets. The capabilities of the Ogres are not shown on the counters. They change throughout the game as the Ogre is damaged. Keep track of damage with the Ogre Record Sheets (see p. 17). You may copy these sheets freely or download blank record sheets from **ogre.sjgames.com**.
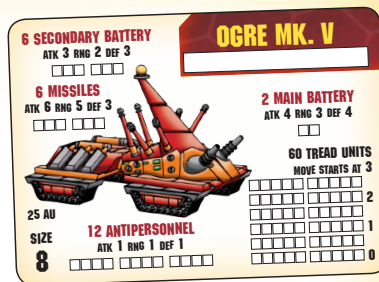
3.04.2 Ogre components. Each Ogre has some combination of these components:

▸ **Main Battery** (MB). A large railgun firing tactical nuclear shells.

▸ **Secondary Battery** (SB). A lighter railgun.

▸ **Antipersonnel** (AP). A variety of weapons effective only against battlesuit armor and thin-skinned (zero defense) targets.

▸ **Missile** (M). A tactical nuclear missile. Once fired, it is expended and marked off the Ogre's record sheet. Most missiles are mounted externally, and can be attacked before they are fired. However, some Ogres mount the . . .

▸ **Missile Rack** (MR). Each missile rack can fire one *internal* missile (see below) per *turn*. Its missiles are stored inside the Ogre and can *only* be fired through a missile rack. So, for instance, an undamaged Mark IV, which has three missile racks, can fire three missiles per turn.

▸ **Internal Missiles** (IM). These are fired by a missile rack. They have no defense strength; they cannot be targeted while inside the Ogre. Destruction of a missile rack destroys one IM at the same time; this is the only way internal missiles can be destroyed before firing. If all missile racks are destroyed, remaining IM do not count as destroyed, but cannot be fired.

Ogre types playable in this game include:

▸ *Mark I.* An oversized heavy tank controlled by a robot brain instead of a crew. It was a proof-of-concept design, and turned out to be hard to kill, but it was too expensive! However, the Mark I remained in production as long as the Combine lasted, simply because it was the only Ogre small enough to be transported by conventional means. It was effective in terrain where human troops didn't perform well, such as jungle and tundra.

In 2080, the Paneuropeans fielded a physically near-identical unit, calling it the *Pikeman*. It is assumed that the templates were acquired by espionage.

▸ *Mark II.* The first Ogre to be mass-produced by the Combine. It worked well, but demand for still heavier armament soon led to its replacement by the Mark III for most purposes. However, the Mark II remained in limited production for many years and was sold to client states.

▸ *Mark III.* The first really capable line-of-battle Ogre, designed by the Combine, but produced in quantity by Paneurope after it captured the British facility that built them. They called it the *Legionnaire*. The *Mark III-B* was a Combine-only variant with a heavier chassis and two main batteries instead of one.

▸ *Mark IV.* A large but lightly built "raider" unit – as expensive to build as a Mark V,

but faster and specialized for hit-and-run attacks. It could demolish a Mark III, and make a good showing against a Mark V – but its real purpose was to penetrate an enemy position, wreak long-range havoc with its missiles, and withdraw.

▸ *Mark V.* A very formidable all-around line-of-battle unit. This was the biggest cybertank to be built in quantity. Paneurope also built large numbers of Mark V units, calling them *Huscarl*, after the occupation of Great Britain.

▸ *Mark VI.* The biggest Ogre ever to go into regular production, with three main batteries and three missile racks. Comparatively few were built.

▸ *Fencer.* The first original Paneuropean cybertank design. It was no faster than a Mark V, but, with four missile racks, was designed for a hit-and-run tactical role. Mounting only two light railguns, it was weak in close-range combat; the upgunned *Fencer-B* turret was an attempt to address this.

▸ *Doppelsoldner.* The biggest Paneuropean cybertank, generally comparable to a Mark VI.

Rules for the *Ogre Ninja* (a stealth cybertank) and *Ogre Vulcan* (an engineering unit) are found in Sections 14.02 and 15.00 respectively.
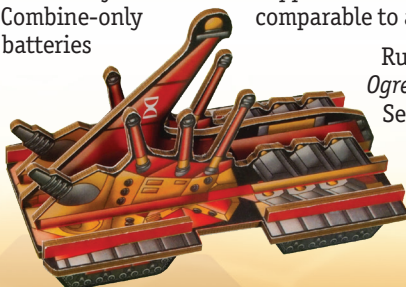
▶ **Tread Units.** This represents the integrity of the Ogre's treads and motors. Loss of tread units slows the Ogre as shown on the record sheet. For instance, when a Mark V is reduced to 40 tread units, its movement is reduced from 3 to 2. When the Ogre's tread units are all gone, the Ogre can no longer move at all. It *can* still fire at anything within range.

The Ogre does *not* expend tread units simply by moving.

3.05 Command Post (CP). "Command Post" units represent small, unarmored structures. In most scenarios, they are simply targets. A basic CP has a defense of 0, and will be destroyed by any attack. (In a town hex, count a standard CP's defense as 1.) CPs have no attack strength except when overrun; then they have a strength of 1.

Unless specified otherwise in a scenario, loss of a CP does not affect a player's ability to fight.

In some scenarios, CPs may be tougher:

3.05.1 Mobile CP (MCP). A tracked "command crawler" with a movement of M1. It may be able to flee from a weakened Ogre . . . if it has anywhere to go. It may be D0 or greater (see below). This set includes 3-D counters for mobile CPs.
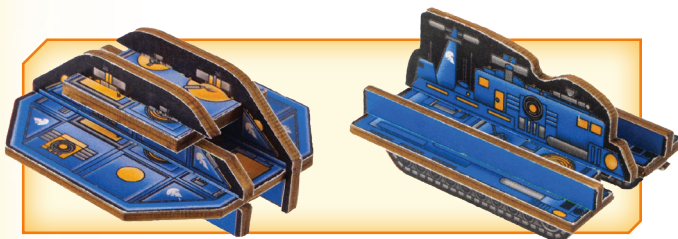
3.05.2 Hardened CP (HCP). Giving the CP any defense at all makes the Ogre's mission harder! A scenario may give a regular or mobile CP a defense strength of up to 3. A **D** result has no effect on a hardened CP except to keep it from moving for a turn if it is also mobile, but a second **D** before it recovers will destroy it.

The defense strength of a hardened CP is doubled in town or forest.

3.06 Buildings. These are large, permanent buildings, as opposed to the flimsy Command Posts. Each building has an SP (Structure Point) value, representing its durability. See Section 11 for combat rules.

A number of 3-D miniatures are included for various buildings.

Some 2-D building counters are also provided for "fog of war" scenarios. The front of each counter gives its type; the back says only "Building." If these are used, an invading force may enter the map without knowing which building is which. Once revealed, a building counter may be replaced by its 3-D equivalent. Otherwise, it does not matter for play purposes whether a building is represented by a 2-D or 3-D counter.

Admin. A generic building which may represent an office, laboratory, hardened communication site, etc. Admin buildings have SP values of 10 to 30.

Strongpoint. A very heavily armored bunker, command center, or other fortification, with SP 60 or more.

Reactor. A nuclear reactor, with 60 SP. It is intended for use as a very-high-value target. Depending on the scenario, destruction of the reactor might temporarily cut power, giving the attacker a tactical advantage . . . or pollute the whole area.
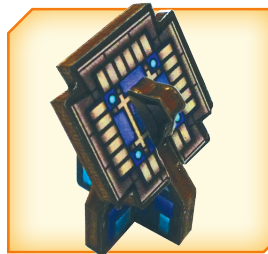
Radar. A military radar facility with 10 to 30 SP used for broadcasting and detection. As with the reactor, this is a priority target. Scenario specific rules may give this structure discrete game functions such as an attack bonus to friendly units, or penalties to enemy units such as a reduction in attack rolls or disruption of cruise missiles.

Laser. A heavy laser for use against Cruise Missiles and Ogre missiles, with 20 to 40 SP. See Section 12.

Laser Tower. A heavy laser mounted in a tower, giving it increased range; it has 20 SP. See Section 12.

3.06.1 Structure Point markers. These are round markers with numbers from 10 to 60. When a building is used in a scenario, one or more Structure Point markers are placed beside it to indicate its strength.

3.07 Status markers and overlays. These show permanent changes to units or terrain.

▶ "Stuck" markers indicate that the unit is stuck in swamp and cannot move. See Section 5.08.3.

▶ "Road Cut" markers, and "Bridge Out," rubble, and crater overlays are used to indicate terrain damaged before a scenario starts or during play.

TURN SEQUENCING 4.00

4.01 Turns. *Ogre* is played in turns. During his own turn, a player may move any or all of his units, and fire with any or all of them, as long as each unit fires only once (except in overrun situations) and moves only once (twice for GEVs).

4.02 Phases of a turn. The turn sequence for each player in a two-player game is:

1. Recovery.

    (a) All the player's units which were disabled *before* the last enemy turn by *ramming* or *enemy fire* now recover automatically. Turn the counters right-side-up.

    (b) Roll one die for each of his units disabled by *forest, rubble,* or *swamp,* regardless of how long it has been disabled, to see if it recovers. On a roll of 1 or 2, the unit remains disabled. On a 3 to 6, the unit recovers and is turned right-side-up. See 5.08.2, 5.08.4.

2. Movement phase. Any or all units may move up to their full number of movement points (see Section 5). Units which move into terrain that may disable them must stop! If any unit(s) enter an enemy-occupied hex, creating a ram/overrun situation, *immediately*:

    (a) roll to see whether any attacking units entering swamp/rubble, or attacking GEVs entering swamp/rubble/forest, are disabled;

    (b) resolve the ram/overrun attack and move surviving units (if any) the remainder of their movement.

3. Disable check. Roll for each armor unit which entered swamp or rubble, and each GEV which entered swamp/rubble/forest, to check whether it is stuck or disabled, as appropriate for the terrain. Units which rolled for disabling in step 2 do *not* roll again.

4. Fire phase. All units which are not disabled may fire (see Section 7). Units which made an overrun attack *may* fire in the fire phase as well.

5. Second (GEV) movement phase. Move any or all GEVs again, except for those which are disabled or those which entered town or swamp/rubble/forest on the first movement phase. Roll for disabling on each GEV which entered swamp/rubble/forest on its second movement phase. Resolve any ram/overrun attacks.

It is now the other player's turn.

Notes:

▸ It is *necessary* to keep track of *when* and *how* a unit becomes disabled. Disabled units are flipped over. Normally, there will not be enough disabled units on the board at one time to create difficulty.

▸ A ramming or overrun attack always takes place *immediately,* interrupting the movement phase, when one or more units enter an enemy-occupied hex. The movement phase resumes after the ram/overrun is resolved. See Section 5.04.

4.03 Multiplayer sequencing. A scenario with more than one player on a side will use a similar sequence; players move in the same order each turn. Each player on side A, in turn, moves and resolves combat; then each player on side B, in turn, moves and resolves combat. Players on the same side *may* take a single fire phase together, after the last one moves, in order to combine fire.

4.04 Games with three or more sides. A scenario may have three or more independent factions or sides. In that case, each player (or side) completes an entire turn; then the next player or side completes a turn, and so on. Players on different sides may not combine fire. The scenario must define turn order.

MOVEMENT 5.00

Game scale is 4 minutes per turn, and hexes are 1,500 meters, or a little less than a mile, from side to side.

5.01 Movement points. The right side of each armor and infantry counter shows its "movement points" – the maximum number of hexes it can move per turn in clear terrain. For example, an M2 counter can move up to two hexes per turn. The terrain shown on the map can increase or decrease movement. Movement points may not be accumulated from turn to turn.

A unit never *has* to move. (Exception: the train has to move once it picks up speed. See Section 9.)

A *disabled* unit (see Combat Results Table) may not move until it recovers. Recovery from combat damage is generally automatic; recovery from terrain-related disablement requires a die roll.

5.02 Stacking. The stacking limit depends on the scenario. Obviously, a hex 1.5 km across could hold *thousands* of units. The stacking limit is arbitrary: it makes play faster and represents a reasonable doctrine in a situation where weapons can devastate a whole hex at once. By agreement, players can change or ignore stacking limits and take the consequences of Cruise Missile and spillover fire (7.12) attacks.

5.02.1 Original map scenarios. In scenarios on the original *Ogre* map, units may not be stacked; that is, only one vehicle at a time, or a maximum of three squads of infantry, may occupy each hex. (This limitation is for speed of play. If you try an *Ogre* map scenario with stacking, be sure to use the spillover fire rules in Section 7.12, too.)

5.02.2 *G.E.V. map scenarios.* When playing on the *G.E.V.* (green) maps, up to five vehicles on each side may occupy any hex at the end of any movement phase. Each single squad of infantry counts as 1/3 of a vehicle for stacking purposes; that is, a hex may hold 15 squads of infantry, or 12 squads of infantry and one vehicle, etc.

Ogres and CPs count as individual vehicles for stacking. The train and its contents do not count for stacking, nor do buildings.

5.02.3 **Combining infantry.** Infantry are represented by counters for 1, 2, and 3 squads. For convenience, a larger infantry counter may be built up from smaller counters, or broken down into squads, at any time during the owning player's movement phase. These counters may move together or separately as long as no individual squad exceeds its movement allowance. Infantry counters have different values on the front and back, for ease in "making change."

5.03 **Movement through other units.** Any unit may move *through* a hex occupied by friendly units, as long as it does not end the movement phase in violation of stacking limits (5.02). Units may move through a hex occupied by an enemy unit only if that enemy has no attack strength (for instance, a CP, or the train). Otherwise, no unit may move through or into an enemy-occupied hex except to ram or overrun (see below).

5.04 **Ram and overrun attacks.** When a player moves one or more units into a hex containing enemy units, a ram (Section 6) or overrun (Section 8) occurs immediately. If you are using the simpler ramming rules, you may not enter an enemy hex with a unit unless your unit is capable of ramming. For instance, infantry can't ram, so if you are using the ramming rules, infantry may not enter an enemy-occupied hex at all.

5.05 **GEV double movement.** A GEV may move *twice* per turn: once before the fire phase, when all other units move, and again *after* combat. This is shown by the split movement factor on a GEV counter. For instance, a regular GEV has a movement of 4-3. It gets 4 movement points on the regular movement phase, and 3 more after combat.

5.06 **Ogre movement points.** An Ogre begins the game with 3 movement points (4 for a Mark IV). This will be reduced by damage to its tread units as the game progresses (see last paragraph of 3.04.2).

5.07 **Road effects on movement.** The road has the same effect on all mobile units, regardless of type. A unit which is "on the road" (that is, moving from one road hex to another along the line of the road) can ignore all underlying terrain. A bridge hex is like any other road hex for movement purposes. The only way to damage the road on a bridge is to destroy the bridge itself. A unit which moves from a road to a non-road hex, or vice versa, *is* affected by the underlying terrain.

It can be useful to change the facing on each unit as you move it, to show which units have moved during the turn. Be sure to end the movement phase by changing facing on the units that you chose not to move, to match the others. Facing has no game effect except to mark which units have acted.

5.07.1 **Road bonus.** Any unit which starts its move on the road, *stays* on the road for the entire movement phase, and does not ram or overrun, gets a movement bonus of one additional hex. The unit does not have to move this additional hex – but, if it does, it must continue along the road. It may *not* use the additional hex to leave the road, ram, or overrun. *Note:* GEVs get road bonuses in other terrain; see 5.08.2.

5.07.2 **Movement through river bridge hexes.** Water-going units can pass *under* a river bridge, such as the one at hex G1-2013, in either direction. They may also ignore the bridge and transition from land to water, or vice versa, underneath it. No units except infantry may enter the hex on the bridge and leave on the river, or vice versa!

Some river bridges show only railroads. Any unit may cross the river on a railroad bridge.

5.07.3 **Movement on train tracks.** Units other than the train may use the rail to traverse a hex. GEVs and infantry, but no other units, may take the road bonus along rail hexes, as above. GEVs and infantry may transition from road to rail, and vice versa, in a hex where a road and rail cross without losing the road movement bonus. Other units that enter and exit the hex on the rail may ignore terrain movement penalties. Terrain penalties will apply if the unit enters or exits the hex through any other hexside.

5.08 **Other terrain effects on movement.** The terrain shown on the map affects movement in different ways, depending on the type of unit moving. All terrain effects on both movement and combat are shown on the Terrain Effects Table, on the player reference sheets.

5.08.1 **Effects on infantry.** Infantry normally have M2. They get the road movement bonus for both road and rail hexes. They can enter water hexes at a cost of 2 movement points, but cannot attack while in water. Infantry have no other terrain penalties; if they can legally enter a hex at all, it costs them only one movement point.

Marines, Section 3.02.1, move and attack normally in water, and their defense is doubled in water.

5.08.2 **Effects on GEVs.** Because of their speed and vulnerability, all GEV-type units, including Hovertrucks, are greatly affected by terrain, as follows.

Roads/railroads and *water* aid GEV movement. Since a GEV has two movement phases each turn, it can get a road bonus twice per turn, and move a total of 9 hexes along either road/railroad or water.

A GEV approaching the edge of a body of water must end its movement phase at the edge of the water, and may not move onto (or leave) the water until its next movement phase, as though it were crossing a stream.

Note: By passing through a beach hexside (2.01.9), GEVs may transition from water to land, or vice versa, without stopping at the edge of the water. If a road or railroad passes through the beach hex, a GEV may move from road/RR to water or vice versa and get a road bonus for that phase, *if and only if* the GEV passes through the beach hexside.

Forest, rubble, and *swamp* are the same to GEVs. A GEV must pay 2 movement points to enter these hexes. Furthermore, a GEV ends its movement for the *turn* when it enters such a hex. If it enters on its first movement phase, it does *not* get a second phase. Finally, a GEV entering these hexes may become disabled. Roll one die when the GEV enters. A result of 1 or 2 means it is disabled; any other result means it is unaffected. A unit disabled in this way may roll to recover at the beginning of each turn. On a roll of 1 or 2, it remains

disabled; otherwise, it recovers. Note that this means that it will take a GEV five turns, *at least,* to move through (for instance) five hexes of forest.

Towns affect GEVs like forest or swamp, except that there is no chance of the unit becoming disabled.

Streams delay GEVs. A GEV which reaches a stream must stop and may not cross it until its next movement phase. There is no cost for crossing the stream, but the unit must be next to one at the beginning of a movement phase in order to cross.

5.08.3 Effects on heavy tracked units. This includes Ogres, Superheavy and Heavy Tanks, Mobile Howitzers, and Missile Crawlers with or without missiles.

Town hexes cost 2 movement points to enter.

Streams and *forests* do not slow them.

A heavy tracked unit entering a swamp hex pays 2 movement points to enter. It ends its movement for the turn and must roll one die; on a roll of 1 or 2, the unit is *stuck.* Place a "Stuck" marker on it. A stuck unit may fire its weapon(s) normally, but may not move for the rest of the game.

Water hexes may be entered by Size 5 and up units (Superheavies and Ogres) at a cost of 2 movement points per hex. Other heavy tracked units cannot enter water.

Ridges do not affect Ogres and Superheavies. Other heavy tracked units may not cross ridges.

Rubble does not affect Ogres and Superheavies. Other heavy tracked units treat rubble as swamp.

5.08.4 Effects on light tracked units. This includes Light Tanks, Missile Tanks, and Mobile CPs (which are passenger vehicles, large but mostly hollow).

Water blocks all movement. None of these units may enter water hexes.

Streams delay movement; a unit coming to a stream must stop and may not cross the stream until its next movement phase. (In other words, the only way to cross a stream is to start the movement phase next to it.)

Forest and *town* hexes cost 2 movement points to enter.

Swamp (and rubble, which is treated as swamp) also costs 2 movement points to enter. In addition, a unit which enters a swamp hex must stop its movement for that turn and roll one die. A result of 1 or 2 means that unit is disabled; any other result means the unit is unaffected. A unit disabled by swamp may roll to recover at the beginning of its next turn. On a roll of 1 or 2, it remains disabled; otherwise, it recovers. A unit remains disabled as long as its owner continues to roll 1s and 2s each turn.

5.08.5 Effects on wheeled vehicles. The only wheeled unit in this set is the Truck. It does not get a road bonus. It pays 1 movement point to travel one hex along a road. If not moving along a road, it pays 2 to enter a town hex and 4 to enter a clear or beach hex. It may not enter other terrain, or cross streams or ridges.

5.09 Minimum movement. Regardless of other terrain effects, any unit which is capable of moving at all may move one hex per turn, as long as it is not moving into totally prohibited terrain. For example, a Mobile Howitzer (movement of 1) could move its one hex into a town, even though the normal cost to enter a town is 2 movement points.

5.10 Train movement. The train moves only along the railroad tracks and follows special rules. See Section 9.

5.11 Infantry riding vehicles. Infantry may increase their speed by "hitching a ride" on vehicles. The infantry counts toward stacking limits (5.02).

5.11.1 Rideable vehicles. Infantry can ride the following vehicles:

- ▶ Heavy Tank (one squad)
- ▶ Light Tank (one squad)
- ▶ Superheavy Tank (two squads)
- ▶ GEV-PC (three squads)
- ▶ Truck (two squads)
- ▶ Hovertruck (two squads)
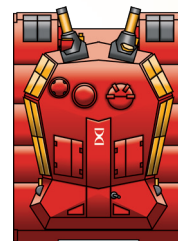
Infantry riding a Truck or Hovertruck are assumed to be riding *inside,* and cannot use their weapons until they dismount. Infantry on other vehicles may fire while riding.

It would be physically possible for an Ogre to carry a number of infantry squads equal to its Size minus 3. Unless specifically permitted in a scenario, you will not get the infantry to go along with that idea. (See Size Table, p. 14.)

5.11.2 Combat involving infantry riding vehicles. The vehicle and infantry may both fire normally. After all, a speeding vehicle is a *stable* firing platform, compared to what these infantry are used to.

If the vehicle + infantry combination is fired on, the attacker makes *one* die roll for each attack on the combination, but calculates the odds separately for the vehicle and *all* the infantry and applies the results separately. Example: A Howitzer fires on a Superheavy Tank carrying two squads of infantry. The die roll is a 3. The attack is a 3-to-1 on the two infantry (so a 3 eliminates both), but only a 1-to-1 on the Superheavy (so a 3 disables it). This procedure is followed in both normal combat and overruns. Note that a tank will often survive a hit that kills its riders, but if the vehicle is a Truck, the battlesuited riders may survive the hit that kills the vehicle.

Infantry riding in or on a vehicle receive the terrain defensive bonus that applies to the vehicle, if any, and not the usual bonus for infantry.

5.11.3 Mount/dismount sequencing for infantry. To mount a vehicle, an infantry squad must spend its entire movement for the turn. The vehicle may either start in the infantry's starting hex or pass through it. The vehicle moves normally on that turn.

The infantry may dismount in any hex of the vehicle's movement on any turn thereafter, but may *not* move "on its own" on the turn it dismounts, or mount and dismount on the same turn.

Infantry may fire normally on the turns it mounts and dismounts. Infantry may not mount or dismount during the second movement phase, except in a ram or an overrun (Sections 6.07.3 and 8.06.1).

5.12 Leaving the map. Scenarios will list the sides on which units may move off the map, either to escape or in pursuit of victory conditions. It takes 1 movement to leave the map. Units which leave on other sides are considered lost to the enemy. No unit may re-enter the map once it has left.

RAMMING

6.00

Ramming takes place during the movement phase. Players should decide in advance whether they will use the (fast, simple) Ramming rules here, intended for games in which only one unit normally occupies each hex, or the (more realistic and complex) Overrun Combat rules described in Section 8. Do not use both!

6.01 Ramming. Ramming a unit is accomplished by moving into its hex. Assess the results to both the rammed and ramming unit immediately. Ramming is a standard tactic for Ogres. For other units, ramming is a suicide attack.

6.01.1 Limit on ramming. An Ogre may either ram up to two non-Ogre units per turn, or one enemy Ogre per turn. Reducing infantry is not a ram and does not count toward the ramming limit.

6.01.2 Infantry mounted on vehicles during a ram. Infantry riding on vehicles may dismount at the beginning of the ram as long as they didn't get on earlier that turn. They dismount into the same hex; note this is an exception to Section 5.02.1 and is treated the same as an Ogre's ram described in Section 6.08. They cannot remount in the same turn after the ram has been concluded. Those who do not dismount will be attacked in one die roll against their vehicle (see 5.11.2). Infantry *within* vehicles (Trucks, Hovertrucks) may not dismount and are subject to 5.11.2.

6.02 Ogre ramming armor units. Any *immobile* armor unit (a Howitzer or any disabled unit) is destroyed if rammed. Any *armor unit* except a Superheavy is disabled on a die roll of 1-3, and destroyed on a die roll of 4-6. The Ogre player rolls the die upon ramming. If the armor unit is not destroyed, the Ogre may expend one more movement point, *stay in that hex,* and ram again.

An Ogre loses two tread units (see 3.04.2) for ramming a Heavy Tank or MHWZ, and one tread unit for ramming any other armor unit. Exception: A Superheavy rammed by an Ogre suffers an immediate 1-1 attack. The Ogre loses three tread units. (If Superheavy treads are being recorded per the optional rule 13.07, it loses treads as if it were an Ogre Mk. I if it is not destroyed.)

6.02.1 Ogres ramming armor units carrying infantry. Infantry riding armor units are subject to the same die roll as the armor unit, as described in 6.02. On a 1-3, it is reduced by one
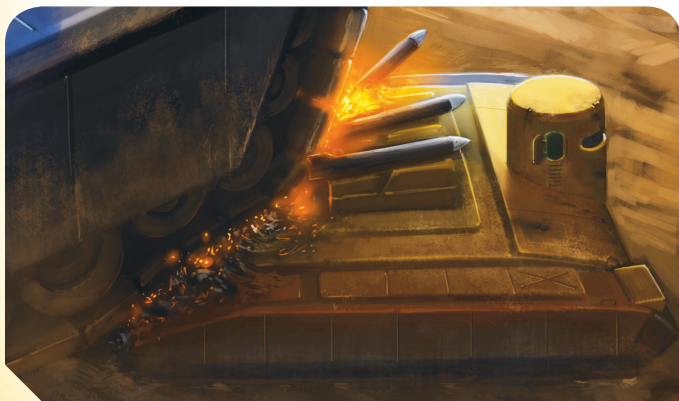
squad; on a 4-6, it is destroyed. All infantry are addressed together. Any infantry riding externally that survive the ram are automatically dismounted into the same hex and are treated as described in Section 6.08.

6.03 Ramming CPs and buildings. An Ogre may ram a CP, destroying it. The Ogre loses a number of tread units equal to the defense strength of the CP. For a standard CP, this is zero!

For ramming attacks against larger buildings, see Section 11.04.3.

SIZE TABLE — Ram Damage Done To –

Size	Units	Ogre	Building	Train
1	Truck, Hovertruck, INF squad	n/a	n/a	n/a
1	Light Tank. LGEV	1 tread	n/a	1-to-2
2	Missile Tank	1 tread	n/a	1-to-2
2	GEV	1 tread	1 die	1-to-1
3	GEV-PC	1 tread	1 die	1-to-2
3	Heavy Tank	2 treads	1 die	1-to-2
4	MCRL or CRL, MCP, MHWZ	1 tread	n/a	1-to-2
4	HWZ	n/a	n/a	n/a
5	Superheavy Tank	1 die	2 dice	1-to-1
5	Ogre Mk. I	1 die	2 dice	X
6	Ogre Mk. II	1 die	2 dice	X
7	Mk. III, III-B, Ninja, Vulcan	2 dice	3 dice	X
8	Ogre Mk. IV, V, any Fencer	4 dice	5 dice	X
9	Ogre Mk. VI, Doppelsoldner	6 dice	7 dice	X

The Size Table shows the relative sizes of the units and the damage that each does when ramming Ogres, buildings (11.04.3), and the train (9.05).

6.04 Movement after ramming. If an Ogre has movement left after ramming an armor unit or CP, it may move on. However, if loss of tread units due to the ram reduced the Ogre's movement points, it may move only the reduced number of hexes that turn. Example: A Mark V with 41 remaining tread units moves one hex and rams a Missile Tank. This reduces its tread units to 40, so its movement is reduced to 2; it may move only one more hex that turn.

6.05 Ogres ramming Ogres. One Ogre may ram another by moving onto its hex. The ramming Ogre immediately ends its movement for that turn in the last hex it occupied *before* ramming.

An Ogre which rams a *larger* Ogre loses five tread units. An Ogre which rams a *smaller* Ogre, or one the same size, loses three tread units. Relative sizes of Ogres are shown on the Size Table above.

To determine the damage that it does, the attacking Ogre rolls as shown on the Size Table. The total on all the dice is the number of tread units lost by the Ogre which was rammed.

Example: A Mark V rams a Mark III. The Mark V automatically loses 3 tread units because it rammed a smaller Ogre. A Mk. V rolls four dice to ram. The total rolled is 12, so the Mark III loses 12 tread units. On its own move, the Mark III rams back. It automatically loses 5 tread units because it rammed a bigger Ogre. A Mk. III rolls two dice. The result is 8, so the Mark V loses 8 tread units.

Only tread units are lost to ramming attacks.

6.06 Reducing infantry. An Ogre does not literally "ram" infantry, but any Ogre with AP weapons (or a Superheavy Tank) may move into an infantry hex as though the infantry were not there. If the Ogre/SHVY has *any* antipersonnel weapons left, the infantry unit is automatically reduced by one squad. This does not count as an "attack" for the AP weapons. An Ogre/SHVY in a hex with infantry may expend a movement point, stay in the *same* hex, and reduce the infantry again. When all its AP weapons are gone, an Ogre/SHVY can no longer reduce infantry in this way.

6.07 Ramming by other units. Usually a tactic of desperation! Note that infantry can never ram or be rammed.

6.07.1 Ramming by Superheavies. A Superheavy may ram Ogres or other vehicles as if it were an Ogre Mark I (see 6.05, 6.08). The SHVY suffers a 1-1 attack when it rams, and if optional rule 13.07 is in use, it also loses treads as a Mark I.

If a Superheavy Tank rams another unit that is carrying infantry, Section 6.02.1 would apply. If the Superheavy Tank itself is carrying infantry and the infantry choose not to dismount prior to the ram, they are destroyed.

6.07.2 Other armor ramming Ogres. Any other mobile armor unit may ram an Ogre by moving onto its hex. The Ogre loses a tread unit automatically (2 for a Heavy Tank). The armor unit is destroyed.

Infantry riding armor units into a ram may choose to dismount as in Section 6.01.2. If the infantry choose not to dismount, they are destroyed. Infantry that dismount are reduced by one squad if the Ogre has AP guns but otherwise occupy the same hex as the Ogre as described in Section 6.08.

6.07.3 Ramming by GEVs. GEV units (GEVs, LGEVs, and GEV-PCs) may not ram on the second movement phase if they attacked on that turn. GEV units ram Ogres as described above. When ramming other units, the GEV is always destroyed. The other unit suffers an attack of twice the GEV's normal attack strength (it is assumed the GEV is firing its weapons as it rams). This may not be combined with other attacks.

Infantry riding GEV-PCs into a ram against any unit other than an Ogre may choose to dismount as described in Section 6.01.2. If the infantry choose not to dismount, they are destroyed along with the GEV-PC, but they may add their attack strength to the GEV-PC's calculated attack strength when determining the ram attack. *Example*: Two squads of infantry on a GEV-PC are making a suicide ram attack against a Mobile Howitzer. The attack strength of the ram is 4:1 for the GEV-PC, which is then doubled by the ram to 2, plus 2 for the infantry.

6.07.4 Other units. Units other than those specified are too slow, too light, or too lightly armed to ram effectively . . . unless the target is the train, as described in Section 9.05.

6.07.5 Ramming buildings. See 11.04.3.

6.08 Combat in same hex. If an Ogre ends its movement in a hex with an enemy unit, and that unit is not destroyed by the Ogre's entry, the Ogre may attack it in the fire phase as if they were in adjacent hexes. If the enemy unit survives and is not disabled, it may move and attack normally on its next turn, or it may remain in the hex and attack the Ogre as if they were in adjacent hexes.

6.08.1 Recovery of disabled unit in same hex. In the unlikely event that the Ogre ends its turn in a hex with a disabled unit, stays in the hex through its next turn, yet never destroys the disabled unit, that unit will recover normally, and may move and attack on its turn as in 6.08.

COMBAT
7.00

7.01 Sequencing. The combat phase occurs after the regular movement phase. Units do *not* get another combat phase after GEV second-phase movement.

7.02 Attack strength and range. Each armor and infantry counter shows two numbers separated by a slash – e.g., 4/2. The first number is the unit's *attack strength*. The second number is its *range* – that is, the maximum number of hexes at which that unit may attack. (There are no limitations for line of sight. All units are capable of indirect fire and may attack anything within their range. The only exceptions are Lasers; see 12.02.)

A unit with an asterisk after its attack strength may divide that strength into two equal attacks. For instance, the Superheavy Tank (6*/3) may attack with two separate 3/3 attacks.

7.03 Defense strength. The right side of each armor and infantry counter shows its *defense strength* – e.g., D2. This is the only stat shown on the disabled side of an armor counter, because disabled units cannot move or attack, but can still defend.

7.04 Ogre weapon stats. An Ogre has several weapons, each with its own attack strength, range, and defense strength. The bigger the Ogre, the more weapons it has. Ogre weapons are shown on the Ogre Record Sheets, included as a separate component. When an Ogre weapon is destroyed, it is marked off the record sheet, as shown on p. 17.

7.05 Attacks. Each armor unit and infantry squad may apply its attack strength once per turn. Each Ogre weapon may apply its attack strength once per turn until it is destroyed, with the following exceptions:

7.05.1 AP weapons. Some units have antipersonnel weapons, effective only against infantry (including special infantry types) and D0 units such as a regular (unarmored) CP. A unit may not fire AP at the same infantry unit more than once per fire phase or once per overrun fire round, but any number of AP weapons may be used for that single attack.

Note: Any weapon may be used against infantry. AP weapons are useless against anything *except* infantry, targets with a defense of 0, and other targets as designated in scenarios. AP guns may not be used to damage or destroy terrain, roads, rail or bridges, if those optional rules are being used.

7.05.2 Missiles. Each Ogre missile is a one-shot weapon. If it is fired (or destroyed before firing), it is gone; mark it off the Ogre record sheet.

7.05.3 Missile racks. An Ogre missile rack has no attack strength of its own. It can fire one missile per turn as long as the Ogre has internal missiles remaining.

7.06 Combining attacks. Any number of units and/or Ogre weapons may combine their attack strengths into an attack on any single target *except* Ogre treads (see 7.13.2 for attacks on treads).

7.07 One target per attack. An attack must be made against one designated target only – either a given unit, or a given weapon (or treads) on an Ogre, or the terrain (such as a town) in a hex. An attack strength may never be divided between targets. A Missile Tank could fire at 1 to 1 on one Ogre secondary battery, but not at 1 to 2 on *two* secondaries at once.

7.07.1 Infantry may have multiple targets. Exception to 7.07: A 2-squad or 3-squad infantry counter may divide its attack strength between targets, because each squad can fire separately. For instance, a 2/1 infantry could attack one GEV at 1 to 1, or two different GEVs at 1 to 2 each, or the *same* GEV twice at 1 to 2 each time. Infantry cannot divide itself into attack strengths of other than whole numbers – no fractions.

7.08 Timing. A player may make his attacks in any order and may observe the results of each attack before announcing and carrying out the next, in order to most efficiently use his strength. However, a player must always announce *what* he is attacking, what he is attacking *with,* and the *odds, before* rolling the die – e.g., "All right, I am now attacking that Missile Tank *there,* with three guns from the secondary battery, which is a 4 to 1."
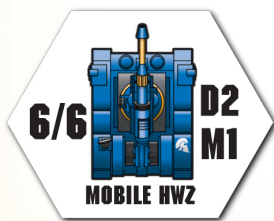
7.09 Successive attacks. Any number of successive attacks may be made against any unit or Ogre weapon in one turn, provided that each attacking unit or weapon fires only once. Exception: an infantry unit (1 to 3 squads in a single hex) may only suffer one AP attack per turn from each attacking unit. See Section 7.05.1.

7.10 Attack resolution. Each attack is resolved by comparing the attack and defense strengths of the units, and rolling a die.

Specifically: For each attack, all attack strengths involved are totaled, and then compared with the defense strength of the target, in ratio form. This ratio is then reduced *in the defender's favor* to one of the ratios shown on the Combat Results Table. In other words, the *target* of the attack gets the benefit of the rounding-off. Examples:

- An attack strength of 2 against a defense strength of 1 would be a "2-to-1" attack, written as "2-1". 4 against 2, or 6 against 3, would also be a 2-1.
- Attack strength 2 vs. defense strength 2 = 1-1.
- Attack strength 3 vs. defense strength 2 = still only a 1-1. There's not enough attack strength for a 2-1 attack, so it rounds down to the 1-1 column.
- Attack strength 2 vs. defense strength 3 = 1-2.
- Attack strength 6 vs. defense strength 1 = 6-1 (treated as 5-1; see below).
- Note that any attack at 5-1 or better is an automatic X, and anything worse than 1-2 has no effect.

Once the attack odds have been determined, the attacker rolls the die and consults the proper column of the Combat Results Table (CRT) to find the result. Results are applied immediately.

Normal   *Disabled*

COMBAT RESULTS TABLE

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

7.11 CRT results. Three possible outcomes are shown on the Combat Results Table: **NE**, **D**, and **X**.

▶ **NE** indicates "no effect" to the unit attacked.

▶ **X** indicates destruction of the unit attacked; remove it from the board.

▶ The intermediate result is a **D**. An infantry unit is immediately reduced by one squad. An armor unit (or a hardened CP) is "disabled." A disabled unit cannot fire or move; turn the counter over. If it receives another **D** result while disabled, it is destroyed.

A unit disabled by ramming or enemy fire recovers after one *full* enemy turn has passed. If it becomes disabled on an enemy turn, it remains disabled through that enemy turn, through its own turn, and through the next enemy turn; it then recovers. If disabled on its own turn by making a ram (6.07.1, 11.04.3), it remains disabled through the enemy turn and recovers on its next turn.

A unit disabled by entering terrain remains disabled through the enemy turn and rolls to recover on its next turn.

A **D** result does not affect the train or Ogres.

7.11.1 Spillover CRT results. When spillover fire (7.12) occurs, each result on the CRT is "taken down" one step. A **D** result is read as **NE**, and an **X** is read as a **D**. To affect a unit with a spillover, you must roll an **X** – and then it counts only as a **D**.

7.11.2 Overrun CRT results. When an overrun attack (Section 8) occurs, treat any **D** or **X** result to non-Ogre units as an **X**. Only a *true* **X** affects an Ogre, though.

7.12 Attacks on stacked units: spillover fire. When units are stacked (that is, when more than one counter is placed in the same hex), they may be attacked as follows: The attacking player declares *one* of the counters to be the "target" of the attack. The attack on the target is resolved normally. Each *other* unit counter in the hex then immediately suffers an attack at half the strength (not rounded) used in the attack on the target; this represents "spillover" fire and blast effect. When a unit suffers spillover fire, all combat results from the CRT are reduced in effect: An **X** on the CRT is treated as a **D**,

and a **D** is treated as **NE**. Thus, the only unit that can be eliminated in one spillover attack is a single squad of infantry. However, a unit can be disabled in a spillover attack (**X** result, treated as **D**) and then destroyed by the same result in a second spillover.

Example: A Heavy Tank, Missile Tank, and a squad of infantry are in the same hex. The hex is fired on by a Howitzer (attack strength 6); the Heavy is the target. Its defense is 3, so it suffers a 2-to-1 attack. At the same time, the other two units in the hex each suffer a half-strength (that is, attack strength 3) spillover attack – which would be a 1-to-1 on the Missile Tank and a 3-to-1 on the infantry. Each of the attacks is resolved with a separate die roll.

7.12.1 Attacks on stacked infantry units. The *first* time a stack is attacked during a fire phase, the *defender* determines how its infantry are grouped, with up to 3 squads per group. For instance, 5 squads of infantry could be treated as a 3 and a 2, or as a 2, 2, and 1, or as five 1s . . . etc. The attacker then chooses the target. The other units or groups are subject to spillover fire. In an overrun attack (8.00), though, each squad is always a separate unit. All infantry mounted on the same vehicle always form a single group. Other infantry in the hex may not be joined to this group.

7.12.2 Units affected by spillover fire. All units (friendly or enemy) in a hex are affected by spillover fire, except: (a) a unit's own fire does not spill over onto it, and no spillover fire is calculated in an overrun; (b) separate spillover fire is not calculated

for a tank and the infantry riding it (Section 5.11.2), and (c) Ogres and buildings (Section 11.04) ignore spillover fire. Bridges in the optional rules (Section 13.02) also ignore spillover, though see Section 13.02.1 for attacks on the center hex of river bridges. Note: attacks targeted against Ogres and buildings (and terrain and bridges in the optional rules) produce spillover fire on other eligible units in their hex.

7.12.3 Spillover against terrain. If the optional rules for damaging and destroying terrain are being used, spillover attacks are also rolled against the defending unit's *hex*. See Section 13.01.2. If the hex itself is targeted, then spillover attacks are made against eligible units within the hex (7.12.2).

7.12.4 Timing of spillover attack results. When an attack against a target generates additional spillover attacks (Sections 7.12, 7.12.2), the results of all those attacks take effect at the same time. Example: An attack is targeted against a damaged Town hex (Section 13.01), causing spillover on a GEV in it (Section 7.12.3). The attack roll destroys the hex, but the GEV still gets its defense strength doubled against spillover (Section 7.14.2), because the results of both attacks take effect at the same time.

7.13 Attacks on Ogres. Any unit firing on an Ogre must specify the target it is attacking: either one specific weapon or the Ogre's tread units.

EXAMPLE OF PLAY

This is a section of the map and an example of an Ogre record sheet for an actual game. The Ogre has fired both its missiles. It has lost two secondary battery guns, three antipersonnel weapons, and 22 tread units – so it is down to 2 movement points. Remember, the Ogre is really in the counter's *front* hex.

If it is the Ogre's fire phase, it could (for instance) fire the main battery against the LGEV (4-to-1), one secondary on the Heavy Tank (1-to-1), one secondary on the GEV (1-to-1), 3 AP on the 3-squad infantry counter (1-to-1), and 2 AP on the single squad of infantry (2-to-1). It cannot fire on the Howitzer or the Missile Tank; they are out of its range.

The Ogre could also combine its fire; for instance, it could, instead of the above attacks, use both secondaries on the GEV (3-to-1) and then, if it wished, fire on the GEV again with the main battery (2-to-1). Or it could fire both secondaries and the main all together (5-to-1 – a sure kill).

If it is the defending player's fire phase, he might (for instance) fire the Heavy Tank against the main battery (1-to-1), Missile Tank against one of the secondaries (1-to-1), GEV against a main battery (1-to-2), adjacent infantry units against treads (always at 1-to-1), and Howitzer against a secondary (2-to-1). The 2-squad infantry counter and the LGEV are out of range and cannot fire.

The defense would also have the option of combining fire from the various units in order to get improved odds.

If it is the Ogre's movement phase, it could follow the red arrow (ramming the Heavy Tank). Or it could follow the green arrow, eliminating the 1-squad infantry counter and reducing the 2-squad counter to a single squad. Or it could move to any other non-crater hex within 2 of its present position.

If you are learning the game and preparing to play a scenario on the *Ogre* map, stop here. Sections 1-7 have all the rules you need for your first games.

7.13.1 Attacks on Ogre weapons. If weapons are the target, the attack strength of the attacker(s) is compared with the defense strength of the weapon attacked. Example: A Missile Tank could fire on a gun from the secondary battery at 1-1, a missile at 1-1, an AP gun at 3-1, or a main battery at 1-2. A Howitzer could attack a secondary at 2-1, and so on. An **X** result on the CRT means the target weapon is destroyed. **D** results do not affect Ogres.

7.13.2 Attacks on Ogre treads. If the Ogre's tread units are the target, each attack must be made by an individual unit, and always at 1-to-1 odds. In other words, after the attack is announced, the attacker rolls the die, and on a roll of 5 or 6 (**X** at 1-1 on the CRT), the Ogre loses a number of tread units *equal* to the attack strength of the attacking unit. Thus, a successful Heavy Tank attack on treads would cost an Ogre 4 tread units. Exception: up to three infantry squads in the same hex may combine fire against treads.

7.13.3 Destroying Ogres. An Ogre is not destroyed until all its fireable weapons and tread units are gone. Any remaining unfireable internal missiles are then considered destroyed. However, a lone, immobile Ogre is helpless; at that point, the game is as good as over.

7.14 Terrain effects on combat. Several types of terrain give a defense bonus to units in them, or limit the attack ability of units in them.

7.14.1 Forest, swamp, and rubble. Forest, swamp, and rubble hexes double the defense strength of infantry. They do not affect the defense strength of other units.

7.14.2 Towns. Town hexes triple the defense strength of infantry, and double the defense strength of all other units, including the train. A town hex gives a D0 unit a defense of 1. When Ogre treads are the target in a town, they are destroyed only on a roll of 6.

7.14.3 Defensive terrain and roads. A unit on the road gets the full defensive bonus of the terrain in its hex.

7.14.4 Water. A GEV on water attacks and defends normally.

An Ogre or Superheavy submerged in a water hex may not attack. It may be attacked only by a ram by another such unit, an overrun by Marines, or by (all at half strength) Howitzers, Mobile Howitzers, and Ogre missiles. It can also be affected by Cruise Missiles (see 10.04).

Infantry in a water hex may not attack; its defense strength is unaffected.

Exception: *Marines* may attack while in water, and their defense is doubled. Marines which are overrun in the water by GEVs may choose either to fight on the surface (retaining their double defense) or to dive and avoid combat entirely while staying in that hex.

7.15 The train in combat. See Section 9.

Just as for movement, it can be useful to change the facing on each unit as it attacks. Be sure to end the fire phase by changing facing on the units that did not fire, to match the others.

Dearest ones:
The campaign is going well and I am fine.
The Colonel says we might be rotated home next month

OVERRUN COMBAT 8.00

Overrun combat uses the combat rules described above, but takes place during the movement phase. Units in an overrun may fire multiple times during a turn, rather than the one-shot-per-turn rule of 7.05. Players should decide in advance whether they will use the (fast, simple) Ramming rules in Section 6, or the (more realistic and complex) Overrun Combat rules described here. *Do not use both!*

8.01 Initiating an overrun. The moving player (attacker) initiates an overrun by moving one or more units (see 8.06) into an enemy-occupied hex. Overrun combat is settled immediately, before the attacker's movement phase continues.

8.02 Attack strength in overruns. Attack strengths of infantry and Ogre weapons, and of the AP weapons of Superheavy Tanks, are doubled in overrun attacks, whether they belong to the attacker or the defender. *Disabled* units, which normally may not attack, are allowed to fire in an overrun situation. Any disabled unit in an overrun hex may fire at half its printed attack strength (not rounded). Any CP has an attack strength of 1 in an overrun (1/2 if it is disabled). All other units have normal attack strengths.

If a disabled Superheavy is overrun, its AP guns are halved because it's disabled *and* doubled because it's an overrun, so they fire at normal strength.

8.03 Defense strength in overruns. Defending units in an overrun attack get their normal defensive multipliers, if any, for the terrain in that hex. The attacker in an overrun does *not* get any bonus; all attacking units defend at their printed strengths.

8.04 Resolving an overrun attack. When an overrun takes place, all units in that hex (on both sides) are removed to a spot beside the board and all infantry units are divided into 1-squad counters. Combat will take place between *those units only* until only one player has units left.

Overrun combat is resolved in "fire rounds." The *defender* has the first fire round. Each of his units from that hex (including disabled ones) fires once. Any attacker receiving *either* a **D** or **X** result is removed. Surviving attackers (including any disabled due to terrain when entering the hex) may then return fire, and any defending unit receiving either a **D** or **X** is removed. Surviving defenders then fire again . . . and so on until all units on one side are gone.

Note: Spillover fire (7.12) is not calculated in an overrun, because shots at close range will be better aimed. However, these well-aimed shots mean that units receiving a **D** result during an overrun are considered destroyed, instead of just disabled.

Units can combine fire, or fire in succession on one target, just as in a regular attack, as long as no unit fires more than once per fire round.

8.05 Ogre overrun rules. Ogres in an overrun situation follow the above rules, except that only a true roll of **X** affects an Ogre, and:

8.05.1 Disarmed Ogres. If, during overrun combat, an Ogre loses all its weapons that have valid targets in that combat, it is removed from the combat after two further enemy fire rounds and replaced in the hex. Thus, when Ogres are involved, overrun combat may end with opposing units still in the same hex. If that Ogre was an attacker, it may then use any movement points it has remaining to leave the hex.

8.05.2 Ogre ramming during overruns. A mobile Ogre may ram any one enemy unit (except infantry) at the end of its first fire round. If the target was anything other than another Ogre, it is destroyed and the Ogre suffers tread damage as detailed in Section 6.02.

8.05.3 Ramming by other units during overruns. Any other unit which could legally ram a unit or building during regular movement may ram at the end of its first fire round, with normal effects.

8.05.4 Missile racks in overruns. A missile rack can fire only one missile per turn. Once an Ogre uses a missile rack, it may not use it in subsequent fire rounds that turn, either in that overrun or later ones. If the attacks are taking place on the Ogre's turn, it may also not fire that missile rack on its regular fire phase.

8.06 Moving and stacking during overruns. Since an overrun takes place *during* a movement phase, more than five units may participate in an overrun attack. However, the stacking limit of 5 units *must* be observed at the end of the movement phase, even if the attacker must remove units to comply. It *is* permissible to bring units different distances to let them participate in the same overrun. For instance, one GEV could move one hex into an enemy hex; another could move two hexes, and another four, into the same hex; the attacker could then declare the overrun and all three GEVs would participate.

8.06.1 Infantry mounted on vehicles. Infantry riding on vehicles may dismount at the beginning of the overrun. They cannot remount after the combat. Those who do not dismount will be attacked in one die roll against their vehicle (see 5.11.2). Infantry *within* vehicles (Trucks, Hovertrucks) do not dismount, cannot fight in the overrun, and are subject to 5.11.2.

8.07 Overrun situations on water hexes. Units in water hexes may be underwater (Ogres and Superheavies), on the surface (GEVs and swimming infantry), or either (Marines). Swimming infantry, except for Marines, cannot fight; Ogres and Superheavies can fight only by ramming each other. GEVs can attack only units on the surface. Marines can attack any unit in the hex, or can avoid all foes except other Marines by going underwater. So, in an overrun situation:

- If neither side can attack the other, no combat occurs, and both remain in the hex, unaffected.

- If some units on each side can attack, play out the overrun normally. If there are also units in the hex that cannot attack, the other side must decide whether to spend fire rounds attacking them instead of active enemies.

- If only one side can attack the other (either at the beginning of the combat, or as a result of combat losses), the side that cannot fight is destroyed. Exception: Ogres are removed from the overrun after suffering two further enemy fire rounds, and remain in that hex.

8.08 Resuming play after an overrun. Return all surviving units to the contested hex. The attacker's movement phase continues. If he won the overrun attack, and any of his surviving units have movement points left, they may continue to move,

and may participate in another overrun. Any of the attacker's units which had not yet moved may now move freely through the contested hex. Exception: If an enemy Ogre in the hex retains AP, infantry moving through the hex must overrun it.

8.09 Notes on overruns. Obviously, the defender has a great advantage in a situation where the attacker runs right into his guns. Infantry is powerful in an overrun; their weapons are more effective at close range, and their reactions are better. An Ogre's robot reflexes make it deadly at close quarters, too.

Even a disabled unit can fight in overrun combat. Every vehicle carries a computer to aid in movement and fire control; should the crew be knocked out, the tank will continue to protect itself against immediate dangers. It won't maneuver or make long-range shots – but it can take advantage of local cover and fire on enemies nearby.

It will rarely be to the attacker's advantage to make an overrun unless he has a strongly superior force, or *must* clear a hex to open a line of movement. Overrunning a position in any but clear terrain is expensive. Overrunning an Ogre is usually suicide. Overrunning *with* an Ogre will clear out almost any position – but the Ogre may be badly battered in the process.

If the optional rules for damaging and destroying terrain are being used, overrun attacks automatically damage the terrain. See Section 13.01.2.
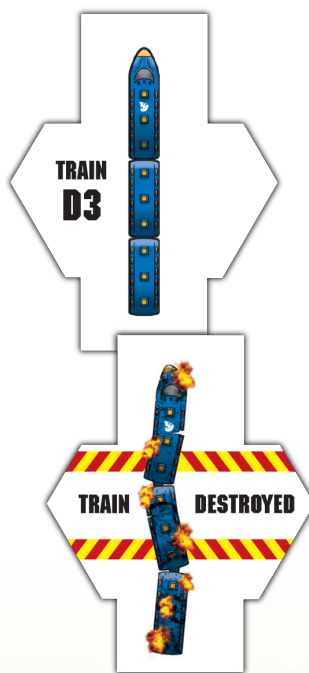
THE TRAIN
9.00

A train may be used as a scenario objective, trying to escape from attackers, or as a source of reinforcements. Trains move only along the railroad lines.

9.01 Train counters. A standard train is made up of two counters, so it takes up two hexes (this is a long train!). The train's defense strength is always 3. In some scenarios (9.03.1), the train may have an attack strength; otherwise it may not attack.

9.02 Train movement. The two train counters are identical, and the train may go either direction. "Front" and "back" are always relative to the movement of the train.

The rear half of the train always remains connected to the front half, unless the rear half is destroyed (see 9.03).

The speed of the train is represented by the train movement markers. Each train gets one marker, placed on or beside the train as convenient.

Each marker is arrow-shaped, to show the train's direction, with a movement number. There are four markers available per train: M0/1, M2/3, M4/5, and M6/7.

M4/5, for instance, means that the train will move forward either 4 or 5 hexes (as the owning player chooses). On its movement phase, the train *must* move one of the two distances shown by the counter on it at the *beginning* of the turn.

The train must *always* go forward unless it begins the turn with the M0/1 marker. In this case, it may either go one hex forward, stand still, or reverse (remember to switch the arrow!) and go one hex in the other direction.

9.02.1 Changing speed. At the *end* of each turn, the player owning the train may change its speed by one marker faster or slower. That is, if its speed was M2/3, he may change it to M0/1 or to M4/5. If it was M4/5, he may change it to M2/3 or to M6/7. If it was 6/7, it may go only to 4/5; if it was 0/1, it may either go to 2/3 in the same direction, or 0/1 in the *reverse* direction (reverse the arrow). Of course, its speed may always stay the same.

If a train did not move on the previous turn, and is still at 0/1 speed, it is considered "standing still" for combat purposes.

Note: The train has engines at each end and is capable of equal speed in either direction. The "front" counter is determined by which way the train is moving.

9.02.2 Terrain effects on train movement. The train moves only along the rail hexes, and ignores all terrain over which the rails pass.

9.02.3 Stacking rules. The train does not count against stacking limits.

Unless the train is armed (9.03.1), enemy units may enter its hex freely.

9.02.4 Running off the rails. If the train moves into a hex where the rails are cut, it is destroyed.

9.02.5 Multiple trains. A scenario may allow more than one train on the same track. If they collide at *any* speed, both are destroyed.

9.02.6 Paired tracks. A scenario may specify that there are two (or more) sets of tracks on the rail line. If so, trains on different tracks may pass one another. Destruction of a rail hex, or a train on that hex, still cuts all lines within the hex.

9.03 Attacks on the train. The train's defense strength is D3. *Either* counter of the train may be attacked. Only an **X** result affects the train.

If an attack destroys the rear of the train (or either half of a train standing still), that counter is flipped to the destroyed side, but the other half of the train is not affected. If an attack destroys the *front* of a moving train, the whole train is destroyed; remove the counters unless there are other trains in the scenario.

If a train counter is destroyed, the rails in those hexes are considered cut; this may matter for victory points.

9.03.1 Armed train. The defender may exchange up to 4 armor units for train guns. For each armor unit given up, he can put one 4/2 gun on *each* of the train counters (thus, if he exchanges 4 armor units, the train will have 8 attacks, each with a strength of 4 and range of 2, per turn). These guns have no separate defense strength; if the train counter goes, they go.

TRAIN D3

TRAIN DESTROYED

M0/1

M4/5

In an armed-train scenario, the counters may separate. Each is then treated as a one-counter train.

9.03.2 Terrain effects on train defense. If a train counter is in a town hex, its defense strength is doubled. Other terrain does not affect the train's defense.

9.04 Overrun attacks on the train. If an unarmed train overruns, or is overrun by, a unit with a regular combat strength, it is destroyed. Even a disabled unit can destroy the train if it is in the same hex. Exception: An overrun onto the rear counter of the train, or either counter if the train is standing still, destroys only that counter.

If the train is armed, treat the overrun (or overrunning) hex of the train just like any other unit in resolving overrun combat.

9.05 Ramming the train. Ogres and armor units may ram a train counter by moving onto its hex, even if ramming rules are not otherwise in use.

If an Ogre rams a train counter, the train counter is destroyed. The Ogre immediately loses half its remaining tread units (rounded up), suffers a 2-to-1 attack against each of its other components, and ends its movement. (Note that if an Ogre has no weapons left except AP, ramming is the only way it can attack the train.)

If a regular armor unit rams the train, the ramming unit is destroyed. The train counter suffers a 1-1 attack if the ramming unit was a Superheavy or a standard GEV, and a 1-2 attack if the ramming unit was any other armor unit.

9.06 Collisions. The owner of any unit in a rail hex may declare that unit to be on the track. A unit which got a road bonus last turn for moving on the track is automatically on the track. If the train moves onto a unit on the track, or multiple units in the same hex:

(a) If the enemy units are armed, even the weakest armed unit would be able to cut the tracks in front of the train as it approached. The train is destroyed. If the train is moving at speed 5 or better, the wrecked train may still strike the enemy units. Roll a 1-1 attack on every unit except infantry. Otherwise, the enemy units are unaffected. (Special case: If the enemy unit is an Ogre with no weapons other than AP, the result is the same as if the Ogre had rammed the train, per 9.05).

(b) If the enemy units are unarmed, the train collides with them. Roll a single attack on the train with an attack strength equal to the combined Size (p. 14) of the enemy units. The enemy units are destroyed.

9.07 Reinforcements from the train. A scenario may allow an unarmed train to bring in reinforcements. Only units of Size 3 or below may go on the train. Each half of the train may carry up to 12 "size points" worth of armor (e.g., 4 Heavy Tanks, or 12 squads of infantry). If GEV-PCs are carried, the Size of any infantry riding them does not count.

Infantry may fire from the train *unless* they are mounted on GEV-PCs within the train. Other units may not fire.

Infantry may leave the train freely at the beginning of any turn. Vehicles may only leave the train if it does not move on that turn. Only two vehicles per turn may exit each half of the train. They end their move on any adjacent hex which they can legally enter.

If a train counter is destroyed, each infantry squad on board suffers a 1-1 attack; survivors are free to move on their next turn. Armor units suffer a 1-1 attack, and all surviving armor units are considered "stuck," as if they were in a swamp. If a scenario allows non-combat units (such as Trucks) on board, they are destroyed if the train is destroyed.

CRUISE MISSILES 10.00

Cruise Missiles are big, destructive weapons which can unbalance a game. Don't use them in scenarios where there is only one target, because then the game comes down to one die roll. Players should not add Cruise Missiles to their forces until they have some experience. The best defense for Cruise Missiles is Lasers (Section 12).

10.01 Background. Large missiles are very expensive, and vulnerable to defensive fire – especially from heavy lasers. However, they can still be cost-effective if used properly. A battlefield Cruise Missile has its own computer brain, steering jets, and enough BPC shielding to protect it from near misses; it flies only a few meters above the ground. Most Cruise Missiles are fired from protected sites in rear areas, but Missile Crawler units are available to take them close to the front when necessary.

10.02 Firing. One turn represents 4 minutes. In that time, a Cruise Missile can reach any point on the map (however big the map is) – unless it is intercepted. However, the farther the missile travels, the more likely it is to be successfully tracked and shot down. When a player wishes to fire a Cruise Missile, he does so during his fire phase. The missile starts at its crawler and *immediately* moves one hex at a time, by any route indicated by its owner, until it is intercepted, or its owner states that it has reached its target and is exploding. (Missile counters are provided, but a pointing finger will suffice.) Once a Cruise Missile is fired, it is tracked to its destination and its fate resolved before any more actions occur.

WINCH CHUNG
1206.09

10.02.1 Fratricide. The explosion of a Cruise Missile will knock down any other missiles in the air nearby. Therefore, on a turn in which a player wishes to fire multiple Cruise Missiles, he must *write down beforehand* the number of missiles being fired, and each target hex. Missiles are resolved in the order written down. If a missile explodes, all remaining missiles aimed at that hex, or at any other target within six hexes of the explosion point, are *lost*; they are considered to have been destroyed by the explosion. Furthermore, no Cruise Missile fired later on that turn, whatever target it is aimed at, may pass within six hexes of the explosion site. Missiles already fired that turn are unaffected by fratricide (this avoids circular effects!).

10.03 Interception. A Cruise Missile may be attacked by any enemy unit when it passes within that unit's attack range. Since the missile travels so quickly, each interception attempt is a single quick shot at low odds – but it takes little time, and does not affect the unit's ability to move and fire on its next turn. Disabled units may not attempt interception.

10.03.1 Movement and interception procedure. The attacking player indicates the missile's path, one hex at a time, counting each hex as it is entered. As each hex is entered, the defending player may attack the missile with any unit in range of that hex. A successful attack, as shown on the table below, destroys the missile. A unit may fire at the missile at any time while the missile is in range, but no unit may fire more than once against any single Cruise Missile. (Ogres and Superheavy Tanks may fire once with each weapon they have, except that Missile Racks may still be used only once per *turn*.) If two or more Cruise Missiles are fired during the same turn, each unit in range *may* attack each missile separately.

10.03.2 Attack odds. When attacking a Cruise Missile, a unit rolls two dice. The number on the table below, or higher, kills the missile. Note that the attacking unit receives a bonus if the missile is more than 10 hexes from its hex of origin. The farther a missile has gone, the easier it is to track and kill.

ATTACKS ON CRUISE MISSILES *– Roll two dice*

Any armor unit with attack strength 1 or 2 12

Any armor unit with attack strength 3 or more .... 11 or above

Each individual squad (1/1 unit) of infantry .... 11 or above

Each Ogre main or secondary battery .... 10 or above

Each Ogre missile ....9 or above

Laser or Laser Tower ....9 or above

Missile has traveled more than 10 hexes from origin ... +1 to roll

Missile has traveled more than 15 hexes from origin ... +2 to roll

Missile has traveled more than 20 hexes from origin,
    OR missile was fired from off the board.................. +3 to roll

10.03.3 Premature detonation. When a Cruise Missile is successfully attacked, the owning player rolls one die. On a roll of 1-5, the missile is simply shot down. On a roll of 6, the missile explodes in the hex where it was intercepted! Results are as in Section 10.04, below.

10.04 Detonation. When a Cruise Missile reaches its specified target hex, after the defending player has completed all interception attempts in that hex, the attacker announces that the missile is exploding. This devastates an area over a kilometer across. Remove *all* units, buildings, etc., in the hex it strikes. Place a crater marker in that hex, unless it is in a lake or river.

Units, buildings, and terrain in nearby hexes may also be affected by the radiation and shockwave, depending on their type and their distance from the explosion, as follows:

EFFECTS OF MISSILE EXPLOSION

UNIT TYPE	RESULTS					
	X	**4-1**	**2-1**	**1-1**	**1-2**	**NE**
Any D0 unit or *any* GEV*	1-2	3	4	5	–	6+
D1 armor unit, hardened CP	1-2	–	3	4	5	6+
D2 armor unit, hardened CP	1	2	3	4	–	5+
D3+ armor unit, train, HCP	–	1	2	3	–	4+
Infantry (each squad)	1	–	2	3	–	4+
Town or forest hex	1-3	4	5	6	–	7+
Road, railroad, or bridge	–	–	1	–	2	3+
Ogre (each component)	–	–	1	–	2	3+
Building (20 or fewer SP)	–	–	1	–	2	3+
Building (21-50 SP)	_	–	–	1	–	2+
Building (over 50 SP)	–	–	–	–	1	2+

  * When a D0 unit or CP is hit by the shockwave, roll as for any other unit.

To use this table, find the unit type in the first column. Read *across* to the distance in hexes from that unit to the explosion. Then read *up* to find the result: automatic destruction (X), no effect (NE), or an attack at a specified odds ratio.

Terrain may protect units outside the explosion hex. If a unit is in *forest or swamp*, treat it as being one hex farther from the explosion. If it is in a *town* hex, or *underwater*, treat it as being two hexes farther away. *Infantry* in a *rubble* hex is also treated as being two hexes farther away.

When Structure Points of a building, or Ogre treads, are the target, divide the total number of SPs or tread units by 5. Round up, and roll that many separate attacks. Each **X** destroys 5 SPs or treads. If a damaged building is the target, use its current SP value, rather than its original value, to determine which line of the table to read.

10.05 Off-board missiles. Some scenarios allow one player to use Cruise Missiles fired from off the board – i.e., from protected sites some distance away. These are treated exactly like crawler-fired missiles except that:

(a) The scenario will specify an "origin area" for each off-board missile. The missile must enter from this area.

(b) Since an off-board missile has already traveled a long way before reaching the combat zone, the enemy is assumed to have tracked it already, and each unit firing on it gets an automatic +3 bonus to its roll. No further bonus is received, no matter how far the missiles travel once they are on the map.

10.06 Post-firing tactics. Once a missile is fired, a Crawler has no further combat value for that game. However, it represents a large investment, and the owning player should try to protect it to deny victory points (see back cover of *Scenarios*) to the enemy.

BUILDINGS

11.00

11.01 General. The CP units in *Ogre* and *G.E.V.* represent small structures, protected mostly by ECM and perhaps a few centimeters of BPC or a few meters of earth. The town hexes are assumed to consist of ordinary wood and brick construction. A large building, built from steel and concrete and armored as heavily as an Ogre, is much sturdier. No single attack with anything less than a Cruise Missile will destroy such a building.

11.02 Building Types. There are five different types of building counter; see Section 3.06 for descriptions. Buildings of a given type may vary in the number of Structure Points (SP) they have, since some are more strongly built than others. Scenarios will specify building types and SP.

11.03 Structure Points. The strength of each building is measured in Structure Points (SP), as shown on a separate Structure Point marker.

When a building is attacked, it loses Structure Points; keep track of this on a piece of paper, using the building's hex number to identify it. When a building's SPs are reduced to 0, it is destroyed.

11.04 Attacks on buildings. Buildings may be attacked by regular fire, in an overrun attack, or by ramming.

11.04.1 Regular attacks. Any unit with an attack strength may attack a building. AP weapons have no effect on buildings, but all other weapons *automatically* hit if fired at a building within range. Any weapon does damage equal to twice its attack strength. Thus, an Ogre main battery, with an attack strength of 4, would do 8 SP damage to a building.

If a building is in a town or forest, attacks are halved to normal attack strength. Thus, an Ogre main battery, with its attack strength of 4, would do only 4 SP damage to a building in town.

11.04.2 Overrun attacks. When a building is attacked in an overrun – i.e., when the attackers are in the same hex as the building – damage is doubled: each attack does damage equal to *four* times the weapon's attack strength. Each unit or weapon may only attack a building twice per overrun, regardless of the number of "fire rounds" that are exchanged between the attacking units and any defenders in the hex. Note, though, that attackers which still have movement left after an overrun *may* expend another movement point, stay in the same hex, and make *another* overrun attack!

If a building in a town or forest is overrun, damage is doubled for overrun and halved for terrain, so the net effect is that damage is twice the weapon's attack strength.

11.04.3 Ramming buildings. An Ogre may ram a building as though it were ramming a larger Ogre (Section 6.05). Thus, any Ogre loses five tread units each time it rams a building. The Ogre rolls dice, as per the Size Table, to determine how many SP the building loses, but it rolls one more die than it would if ramming another Ogre.

Some other units can ram buildings, per the Size Table on p. 14. A Heavy Tank or Superheavy may ram once per turn. It undergoes a 1-2 attack when it rams. If optional rule 13.07 is in use, a SHVY instead loses treads as an Ogre Mark I. GEVs and GEV-PCs can only damage a building by crashing into it at full speed – which, of course, destroys the hovercraft as well. Other units are too slow, or too light, to affect a building by ramming.

11.04.4 Spillover attacks. Attacks targeting a building will cause spillover attacks on terrain and other eligible units in the same hex (Section 7.12.2, 7.12.3). However, buildings themselves do not suffer from spillover fire when other targets in their hex are attacked.

11.04.5 Combat Engineering attacks. Combat Engineers and Vulcans (see Section 15.00) do double damage against stationary structures. This is in addition to any other modifiers, as described in Section 11.00. Thus, attacks at range cause damage equal to four times the squad's or Vulcan's attack strength, and damage done during a building overrun is *sixteen* times the attack strength. Other units that are stacked with the Combat Engineers or Vulcan during the attack on the building also do double damage!

11.05 Stacking. Any number of buildings may be placed in a single hex. Buildings do not count against the stacking limit for armor units in a hex. Other units (unless specified for a scenario) get no protection from being located in the same hex as a building.

11.06 Building identification. Each flat building counter shows only the word "Building" on the reverse side, to allow scenarios in which some or all buildings are unidentified at the beginning of combat. In such a case, a building counter is turned right-side-up, and the building identified, when any enemy unit passes within 3 hexes.

LASERS
12.00

12.01 General. Laser units are primarily for missile defense, but can also be used against attacking units. Defensively, they are buildings with Structure Points; see Section 11.

12.02 Standard Lasers. A standard Laser turret has a range of 30 hexes. Its line of fire is blocked by ridge hexsides or any raised terrain – i.e., forest, swamp (assumed to contain trees), towns, or rubble.

To determine Laser line of sight, place a straightedge between the centers of the Laser hex and target hex. If the line enters or crosses any forbidden terrain, or runs along a line between two hexes of forbidden terrain, the Laser cannot fire. Otherwise, it can fire.

12.03 Laser Towers. A Laser Tower mounts the same type of Laser that a standard emplacement does. Its height makes it more vulnerable, but also gives it a much greater range: 60 hexes. A Laser Tower can fire *over* any type of terrain, but cannot attack a unit that is actually *in* a town, swamp, forest, or rubble hex. Exception: A Laser Tower can always fire on a Cruise Missile in range, because the missile flies over terrain rather than hiding within it.

12.04 Attacks against Cruise Missiles. Each Laser or Laser Tower can fire once at each Cruise Missile that comes within its range. The defender decides when to fire. The chance of a hit is determined by the table in Section 10.03.2. A hit destroys the missile.

12.05 Attacks against Ogre missiles. A Laser or Laser Tower can attempt to intercept each Ogre missile on the turn it is fired. No other unit may do so – Ogre missiles are smaller and faster than Cruise Missiles. To hit an Ogre missile, the Laser must roll a 10 or above on two dice. (Missiles from a Missile Tank are too small and fast for a Laser to attack at all.) Ogre missiles fired during overruns may not be intercepted.

12.06 Attacks against other units. If a Laser or Laser Tower did not fire at all during the preceding enemy turn, it may make one attack during its own fire phase. It has an attack strength of 2, and may attack any unit within the restrictions of 12.02 and 12.03.

12.07 Damage. When a Laser or Laser Tower is reduced to 10 SP, it is "damaged." Place a "Damaged" marker. The Laser can no longer fire, but it is not actually destroyed until it is reduced to 0 SP.

12.08 Spillover fire. A Laser attack does not give spillover fire on units stacked with the target. If a vehicle is the target, the attack does affect infantry riding on that vehicle (Section 5.11).

12.09 Overruns. A Laser being overrun fires at double strength (4), because of the close range. However, a damaged Laser (Section 12.07) does not fire at all.

OPTIONAL RULES
13.00

These rules may be used to add detail when the basic game is fully mastered. They may be used in any combination.
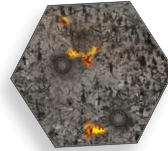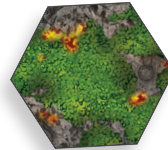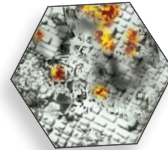
13.01 Damage to terrain and roads. Damage to terrain can be tactically useful, and is an objective in some scenarios. Each hex has a defense strength of 4 and may be attacked separately, as though it were a unit. Calculate spillover fire normally on any units in the hex.

If a town or forest hex gets a **D** result, it is damaged. All roads (including rail) through that hex are cut. Place an overlay with the damaged version of that terrain. It will cover the road. Effects on movement and defense strength are otherwise unchanged.

If a damaged town or forest hex gets another **D** result, or if any town or forest hex gets an **X** result, it is turned to rubble. Place a rubble overlay (left) on the hex. Ogres and Superheavies treat rubble as clear terrain. Other units treat rubble as swamp. Any road or railroad through the hex is cut.

A clear or swamp hex can be attacked, as above. A **D** or **X** result cuts the road or railroad, but no result changes the terrain type. Place an overlay showing the same terrain type, covering the road.

13.01.1 Weak attacks. In the event that a hex is attacked by a lone unit with an attack strength of 1, allow it a 1-2 attack on every second turn.

13.01.2 Spillover and overrun damage to terrain. If a regular attack is made against a unit in a town or forest hex (or any hex containing a road or railroad), a spillover attack is rolled against the hex's defense of 4. As with other spillover attacks, the attack is at half strength, **D** results are ignored, and **X** counts as **D**. This means only attacks with a base strength of 4 or more can have any spillover effect on the terrain!

When *overrun* combat takes place in an undamaged hex, the hex becomes damaged *as of the end of the overrun*, regardless of the size of the combat. Overrun combat in an already-damaged hex does not damage it further.

13.01.3 Automatic destruction of roads and railroads. Any unit may spend its attack against a road or railroad *in the same hex*, destroying it automatically. Place a Road Cut marker. The hex itself is not damaged. Automatic road destruction does not create spillover fire against other units within the hex.

The road or railroad in a hex is also cut if the hex is damaged or turned to rubble (see 13.01).

13.02 Destruction of bridges. Where a road or railroad crosses a stream hexside, there is a stream bridge with a defense strength of D6. It lies in two hexes and can be attacked by firing at either hex. Fire on both of its hexes can be combined for effect. Only an **X** result

destroys a bridge. If the bridge is destroyed, the road is cut. Place an overlay showing a stream with a downed bridge.

If a stream bridge is attacked by a unit in one of its own two hexes, it is automatically destroyed.

Stream bridges are considered to be BPC-armored, and are not affected by anything except direct attacks.

13.02.1 Attacks on large bridges. A bridge which crosses a full hex (such as G1-2013) has a defense strength of 8. A river bridge lies in three hexes – the river hex and the adjoining road hexes – and can be attacked by firing at any of them. Fire on any of its hexes can be combined for effect. If a river bridge is attacked by a unit in one of its own three hexes, it is automatically destroyed.

River bridges are considered to be BPC-armored, and are not affected by anything except direct attacks. Exception: An attack on a unit *on the center hex of the bridge* gives an automatic, separate attack, of the same strength, on the bridge itself.

13.02.2 Results of river bridge destruction. If a river bridge is destroyed, place a "Bridge Out" overlay on it. No units can safely cross the river on the destroyed bridge. For movement and defense purposes, all units treat that hex as swamp.

When a river bridge is destroyed, any unit on its center hex is also destroyed, *except* an Ogre. An Ogre falls into the river in that hex. Four dice are rolled; this is the amount of damage done to the Ogre's treads. Each other component of the Ogre immediately suffers a 1-1 attack.

13.03 Ogre equivalents. When purchasing armor units, Ogres may be substituted. The following table shows how many armor units (or 3-squad infantry counters) each Ogre is worth. For example, if a scenario calls for 30 armor units, a player could instead take an Ogre Mark II (worth 8 armor units) and 22 armor units.

Unless a scenario specifically suggests substituting Ogres, using these equivalents is *always* optional. Some scenarios will become badly unbalanced by the addition of an Ogre, especially a big one. The values for units larger than Mark III-B are only guidelines, depending entirely on the map and objectives. The Mark VI and Doppelsoldner are not at all recommended for scenarios that use only a single map, unless the entire objective is a slugfest!

The cost of special-purpose cybertanks (Ninja, Vulcan) depends on the scenario, but should be at least 25 armor units (150 VP), if they can be "bought" at all.

Mark I	4 armor units
Mark II	8 armor units
Mark III	17 armor units
Mark III-B	20 armor units
Fencer	22 armor units
Fencer-B	23 armor units
Mark IV, V	25 armor units
Ninja, Vulcan	25 armor units or more, depending on scenario
Mark VI, Doppelsoldner	40 armor units

13.04 Mines. The defender is given a predetermined number of mines. He places them in whatever hexes he wishes, recording the hex numbers and whether they are on the road. Any number of mines may be placed in a hex, and only one goes off at a time. The attacker does not know which hexes are mined.

If a mine is on a road, it explodes when any unit enters that hex on the road, but is unaffected if a unit enters the hex without using the road.

If a mine is *not* on a road, it explodes only on a die roll of 6 (5 or 6 for an Ogre). Mines that fail to go off are unaffected, but by entering the hex, the opposing player learns that it is mined.

A mine explosion affects only the unit setting it off. Armor units are destroyed; infantry is reduced by 1 squad; an Ogre rolls 1 die and loses that many tread units. The mine itself is destroyed. A mine explosion on a bridge hex destroys it; a mine explosion on a road or railroad creates a road cut. Mines are not large enough to turn towns or forest to rubble.

Mines can be laid in water. In shallow water (a lake or river), they would be triggered by any enemy unit passing above them. On the ocean bottom, only an Ogre or large ship would set them off. Effects of mines in water, and rules for detection and removal, are the same as for regular mines . . . except that only a Marine Engineer, a Vulcan, or a Heavy Drone can place or clear mines in the water (see Section 15.00, Combat Engineering).

13.04.1 Ogre passive mine detection. All Ninjas (see Section 14.02), Vulcans (see Section 15.02), and cybertanks of size 8 or greater (see the Size Table on page 14) have state-of-the-art detection equipment, giving them advanced awareness of mines and other hidden units. Whenever a qualifying Ogre is about to enter a hex with a mine or a hidden unit, the opposing player must acknowledge the presence of a mine (or hidden unit) within the hex. The Ogre may then choose to stay still, move elsewhere, or continue into the hex. If an Ogre voluntarily enters a mined hex, the mine goes off only on a roll of a 6, instead of the usual 5 or 6. See Section 15.02 for active detection of mines and minefields.

13.05 Camouflage. Some or all defending units are optically and electronically masked. The attacker(s) can detect the *presence* of each unit, but not its nature. The defender sets up his forces and then replaces each camouflaged unit with a numbered **?** counter. He keeps a list of what unit is represented by each number. As soon as any camouflaged unit moves or fires, or as soon as an enemy unit moves through or fires on its hex, the **?** marker is replaced by the real unit.

13.06 Dummy units. The defender sets up with some extra counters, placing a "Dummy" marker underneath each one. He places an equal number of **?** markers under other counters so it's not obvious which units are dummies. A dummy may be camouflaged.

A dummy cannot move or fire, and is removed when an enemy unit moves through or fires on its hex. A **?** counter under a real unit is removed when that unit moves, fires, or is disabled.

13.07 Partial damage for Superheavies. A Superheavy Tank may be treated as a small manned Ogre, with its own record sheet. *The ability to survive an X result with only partial damage makes SHVY units considerably tougher. Increase SHVY cost to 3 armor units.*

D results have their normal effect, but a second **D** has no further result; **D** results don't combine into an **X**.

On any **X** result, roll one die.

1, 2 One main gun and one AP gun are lost. Unit is disabled. If both main guns were already gone, unit is destroyed.

3 Tread damage. Roll 1 die and mark off that many treads. Unit is disabled.

4 Major tread damage. Roll 2 dice and mark off that many treads. Unit is disabled.

5 Mobility kill; mark off all treads. Unit is disabled.

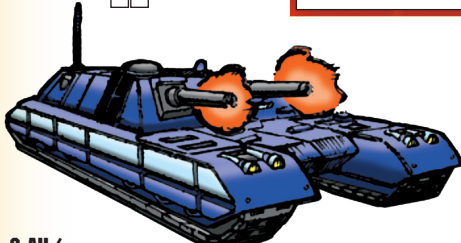**6** Unit is destroyed, as with a normal **X** result.

SHVY RECORD SHEET

SUPERHEAVY

2 CANNONS
ATK 3 RNG 3
☐ ☐

2 ANTIPERSONNEL
ATK 1 RNG 1
☐ ☐

3 AU /
18 POINTS
SIZE
5

18 TREAD UNITS
MOVE STARTS AT 3
☐☐☐
☐☐☐ 2
☐☐☐
☐☐☐ 1
☐☐☐
☐☐☐ 0

Tread units are also lost if the SHVY rams a building or Size 5+ unit, or is rammed by a Size 5+ unit. It cannot be automatically destroyed by a ram.

ADVANCED UNITS

14.00

There are a number of advanced units available in the game. Combat Engineers and Vulcans are addressed in Section 15.00, Combat Engineering. This section details the rules for Light Artillery Drones, the Ninja, and Mine-Detecting Hovertrucks.

14.01 Light Artillery Drone (LAD). It has Attack 2, Range 8, Defense 1, and Movement 0. It is considered a Size 1 unit when set up. However, it can be transported collapsed as a single cargo pallet by a Truck or Hovertruck, or a Vulcan, and set up quickly. The sequence of it setting up is as follows:

•Turn 1: Unloading. It is assumed the transport has its own unloading capability. All the transport needs to do is remain in one place for one turn. Place the LAD pallet in the same hex as the transport.

•Turn 2: The LAD unpacks itself, sets itself up, and runs diagnostics. Replace the pallet counter with the regular LAD counter. It may be targeted, but may not attack. The unit that transported it may move away normally.

•Turn 3: The LAD can fire.

A LAD cannot repack itself without help. It takes a squad of Combat Engineers three turns to re-palletize a LAD, and one further turn to load it onto a Truck. A Vulcan may break down and load an LAD in one turn provided it performs no other action that turn. Rarely is it worthwhile to move a LAD under combat conditions.

LADs still on a pallet can also be placed as part of a defensive setup. Small, stealthy, and powered down, they are very hard to detect. The opponent will not detect a collapsed LAD until it starts to set up, or until one of his units moves into the hex of the LAD. The LAD player should note which hexes have a LAD emplaced within them, and should be prepared to show this notation when the opponent enters the hex of the LAD. An overrun does not take place when a opponent enters a hex with a collapsed LAD, as the LAD is not a functioning combat unit at that time. The unit entering the hex may still fire on the LAD pallet during its Fire Phase, if it so desires.

LADs still on a pallet may be attacked directly prior to setting up. A LAD on a pallet is treated as a D0 unit; it is destroyed by any attack. Additionally, LADs on a pallet that are being transported suffer spillover attacks at defense strength 0 if the transport vehicle is attacked.

The LAD is considered a Size 1 unit when set up. When collapsed, it can ride a Size 1 Truck or Hovertruck as cargo. If a LAD must be moved to terrain that regular cargo haulers cannot reach, any infantry squad can move a LAD pallet one hex per turn. A LAD that is set up may not be moved.

14.02 Ogre Ninja. Of the many experimental cybertanks designed by the empires of the 21st century, certainly the best known was the Combine's Ninja. It was by far the most successful attempt at a "stealth" cybertank. How do you hide something the size of a small building? With lots of electronics. The Ninja traded offensive armament for speed, intelligence (almost all were self-aware), and defensive electronics and weaponry. Probably fewer than a hundred were built; they were expensive, and not cost-effective in a stand-up combat role. But as sneaky raiders or tactical recon units, they were unmatched. Legends built up around the Ninja.

The Ninja carries a main battery and two secondary batteries. It has a single missile rack and four internal missiles; two more missiles are mounted externally. It has eight AP batteries. A Ninja starts with a move of 4 and 40 tread units.

Because of a Ninja's elaborate ECM, ECCM, extra point-defense armament, etc., it is very hard to hit. Subtract 1 from the die roll of any attack made against a Ninja except, in overruns only, by Ogres or infantry.

Units cannot combine fire against the Ninja unless they are attacking from a hex adjacent to the Ninja. Units farther away must take their shots individually. Infantry may still combine into a platoon of three squads. An enemy Ogre may combine the fire of any of its own weapons, regardless of the distance.

Ninjas are frequently accompanied on missions by a variety of Drones: recon, security, and simple distraction. None of these are very large, but some might be dangerous. Players and referees are encouraged to be creative.

14.03 Mine-Detecting Hovertruck. Hovertrucks may be outfitted as mine-detection units if the optional mine rules (Section 13.04) are being used. Such a unit costs 2 VPs and may not carry infantry or cargo; it's full of hardware and specialists. It detects mines as though it was a Combat Engineer squad (Section 15.03.3). Placing and disarming mines still require a Combat Engineer or Vulcan. It moves and defends like a regular Hovertruck.

COMBAT ENGINEERING

15.00

Combat Engineering is the art and science of altering a battlefield to support friendly forces or thwart enemy ones. This may be done by:

▸ aiding the movement of friendly units;

▸ impeding enemy movement;

▸ or directly attacking or defending.

Combat Engineers are infantry with specialized training; Vulcans, aided by their Heavy Drones, are the Ogre equivalent. In these rules, the term 'Sapper' encompasses human Combat Engineers as well as Vulcans and/or their Heavy Drones.

In the world of **Ogre**, there are two types of tasks that may be performed on the nuclear battlefield: engineering tasks and Vulcan tasks. During a game, either Combat Engineers or Vulcans may perform engineering tasks, whereas only Vulcans and/or their Heavy Drones may perform Vulcan tasks. Some tasks succeed automatically after a specific amount of time, while others require a roll to determine whether the task was completed.

Unless otherwise specified, a Vulcan with both arms and a full complement of Light Drones is the equivalent of four Combat Engineer squads for human-capable tasks. Each Heavy Drone adds another two squads equivalent.

Rules for repacking LADs by Combat Engineers and Vulcans may be found in Section 14.01.

15.01 Combat Engineers (CE). Combat Engineers are specialist battlesuit squads with unique training to assist friendly forces or hinder enemy ones. Combat Engineers stacked in the same hex with other units can provide assistance with difficult terrain. Combat Engineers may attempt to perform an engineering task in place of a combat action during the Fire Phase of a turn (see Section 15.03).

Combat Engineers are deployed in special scenarios. Players can mutually agree to allow Combat Engineers in other scenarios, by trading regular infantry for Combat Engineers at a 2 to 1 ratio; for example, 10 regular infantry might be exchanged for five Combat Engineers. As specialist infantry, Combat Engineers are worth double victory points (i.e., 4 VP per squad). Other than as mentioned below, Combat Engineers should be treated as infantry in all other circumstances.

15.01.1 Marine Engineers (ME). Marine Engineers are treated for all purposes like regular Combat Engineers, except that they move and attack equally well on land and water, and have double defense in water hexes. Marine Engineers may perform engineering tasks in water as applicable, such as placing, detecting and disarming mines in water. Marine Engineers cost 6 VP per squad, (or 3× the cost of regular infantry.)

15.02 Ogre Vulcan. The Vulcan repair and recovery cybertank was the Combine's solution to the logistic problem of delivering an Ogre quickly. An Ogre could be shipped in modules, sea-freighted, or even airdropped, and assembled in the field. But there were some places where human assembly crews couldn't go . . .

The Vulcan was built on a Mk. III-B chassis, with huge three-fingered manipulator arms replacing the main batteries. For purposes of size and ramming, treat it as a Mark III. Lighter than a Mark III, it was significantly faster: It starts with a move of 4 hexes. It has 48 tread units. Vulcans are worth 150 points or more, as determined by the scenario.

The manipulator arms are intimidating, but they are not effective weapons against anything faster or better armored than a human being. Each arm is targeted separately, and has D2.

Each Vulcan carried scores of small Drones for maintenance and assembly work. Usually a Vulcan would be accompanied by one to four heavy maintenance Drones . . . basically, a Heavy Tank chassis with a single large manipulator arm, which the Vulcan could use as one of its own. A Vulcan may control up to four Heavy Drones at once, in addition to its swarm of light specialist Drones.

The Vulcan was not intended for combat at all. The original design was unarmed, but the generals – and the self-aware Ogres already in existence – insisted on some self-defense capability in case of surprises. However, all it has are two secondary batteries and six AP guns. The Vulcans were all self-aware, and they also knew perfectly well that they were scarce and hard to replace. Therefore, they exhibited even more caution than other self-aware units.

Vulcans also got along better with humans than did most Ogres. The Vulcans worked closely with human techs, considered "their" crews to be valuable assets, and went to surprising and ingenious lengths to protect them. And, while many Ogres displayed a warrior's frightening sense of humor, Vulcan humor tended to be actually funny, even silly. How much of this was "real" is anyone's guess, but the result was that experienced tech crews could work efficiently, and even comfortably, with Vulcans, and Vulcans often became unofficial liaisons between human and Ogre elements.

15.02.1 Cargo capacity. The Vulcan has enough internal cargo space to carry a dozen Ogre missiles, or two Platoons (or six squads) of battlesuited infantry if they're not claustrophobic, or six LADs on pallets, or an equivalent load. This storage space will survive as long as the Ogre does. The Vulcan's top cargo area can carry a unit or units totaling Size 4, or four Platoons (or 12 squads), or 12 LADs on pallets, or two dozen Ogre missiles, but these are exposed. Combat units will be exposed to spillover fire from anything that hits the Vulcan. Items on pallets, missiles, and so on will simply be destroyed if the Vulcan is hit. The internal cargo area is accessed by a retractable ramp, which was frequently useful in vehicle recovery.

15.02.2 Maintenance and assembly. The list below is not exhaustive; it covers a few jobs a Vulcan might be given, but referees should extrapolate from this to set logical times for anything that a Vulcan could reasonably do.

These times assume "two arms" – an undamaged, unassisted Vulcan with its swarm of Light Drones.

Reduce time by 1/3 (i.e., a 6-turn job takes 4 turns) if there is one more arm helping, whether it belongs to another Vulcan or a Drone. Halve times if two arms (both arms of another Vulcan, or two Drones) are helping. For most maintenance tasks, that's the largest group that can do the job efficiently. Too many helpers might get in each other's way, so referees need not assume that "more is better." Combat Engineers or skilled human techs could also assist a Vulcan, but these are topics best left for a refereed situation.

Some jobs and their associated times:

▶ To secure a damaged armor unit in the field and winch it onto the top cargo area: six turns.

▶ To unload all palleted cargo from either the top or interior, or to load new cargo that is palletized and ready to go: six turns.

▶ To load or unload a single specified item: one turn.

▶ To assemble an Ogre from its modular parts:

Mark II – 12 turns.

Mark III – 30 turns.

Mark III-B – 42 turns

Mark IV or V – 60 turns

Vulcan – 72 turns

Ninja – at least 75 turns

Mark VI units were never delivered in modular form. Ogres larger than a Mark III-B are not normally built under combat conditions, and Vulcans and Ninjas were almost always delivered to safe areas for assembly. They were too scarce to drop into a potential combat zone unless a great deal was at stake. But scenario writers will find reasons . . .

If fire is directed at an unfinished Ogre, treat all D results as X. An unfinished Ogre cannot shoot back.

15.02.3 Vulcan Heavy Drones. Vulcan Heavy Drones have one giant manipulator arm and no weapons, and move and defend as Heavy Tanks. A Heavy Drone can pick up and carry one cargo pallet across its prow. Picking it up or putting it down takes one turn.

Without a Vulcan to command it, a Heavy Drone is merely a medium-sized construction crane that can accept voice commands. They are capable of great precision, but have no common sense, let alone intelligence. For engineering work, an unaccompanied Drone is worth two Combat Engineering squads, but only if at least one Combat Engineering squad is in the same hex or if the Vulcan is in the same or an adjacent hex and controlling it via a Drone channel.

Drones are worth 16 victory points each. This reflects not their combat value, which is negligible, but their scarcity and the fact that they act as a "force multiplier" for the Vulcan.

15.02.4 Vulcan combat Drones. Although the Vulcan wasn't intended to control vehicles in combat, its four Drone-control channels could be used to communicate with the onboard computer systems of a regular armor unit. Those systems, unaided, will allow an armor unit to move intelligently over short distances, and to attack at half strength; that's why disabled units defend normally and attack at half strength while the crew recovers.

With a Vulcan in the loop, an armor unit can become, in essence, a combat Drone, and operate normally with no crew at all. Humans are used for crew not because they are better, but because they are far cheaper than combat-capable AI systems! Each such unit takes one of the Vulcan's four Heavy-Drone slots.

15.02.5 Duckling Drones. If the Vulcan is not trying to do any more with a controlled unit than keep it nearby and drive it along, it may have up to four units of any type in each Drone control channel. So a Vulcan might be followed by up to 16 "ducklings," all within one hex of the Vulcan. These ducklings may be Heavy Drones, combat units, Trucks and/or Hovertrucks, or any combination of the above. Of course, not being at all stupid, the Vulcan would probably put the ducklings in front if the area were not secured.

In a combat situation, the ducklings fight at half strength. They must either stay within a hex of the Vulcan or stop moving completely, in which case they are considered disabled. (Of course, if there is a live crew aboard, it can take over.)

In most surprise combat situations, a Vulcan with ducklings would simply take full control of the most useful and drop the others to fend for themselves as disabled units. The Vulcan determines which four ducklings are under active control at the beginning of each turn. It can switch which four it controls each turn. If a group of ducklings is overrun, the Vulcan can take active control of four of the units for the duration of the overrun; the remainder of the units should be treated as disabled.

15.03 Engineering tasks. Combat Engineers and Vulcans may perform various tasks on the battlefield. These tasks fall into two general categories: building things (repairing roads, building bridges, making entrenchments) and destroying things.

To attempt to perform an engineering task, one or more Combat Engineer squads and/or Vulcans must start their turn in the hex they wish to perform the task, and stay in that hex for the duration of that turn. Tasks are assigned a number that must be rolled on one die for success. This assumes a single squad of Combat Engineers. Extra squads, or Vulcans and their Drones, can help. Each squad of engineers allows one extra die to be rolled. A Heavy Drone gives two dice; a Vulcan with two arms gives four.

Example: if three squads of Combat Engineers are attempting to bridge a stream, three dice are rolled for the attempt; a single Heavy Drone (controlled by a Vulcan elsewhere) attempting to bridge that same stream on its own would roll two dice; a lone Vulcan attempting the same task would roll four dice. If a 6 is rolled on any die, the task is successfully completed.

There is no limit as to the number of Sappers that may help to perform any specific task on a turn, but each Sapper may make only one attempt per turn, and the specific task may be attempted only once per turn regardless of how many Sappers participate in the attempt. Attempting a task counts as that squad's "attack" for that turn, and is made during the Fire Phase.

15.03.1 Placing mines. If mines are available in the scenario, any Sapper may attempt to place a mine, as per Section 13.04. Placing a mine successfully requires a roll of a 5 or 6, regardless of the unit. The mining player should make note of the hex within which a mine is placed and, if applicable, if it is on a road or rail. There is no consequence for a failed roll, and the Sapper may try again next turn.

15.03.2 Disarming friendly mines. Any friendly Sapper in the mined hex can automatically disarm successfully placed mines without requiring a roll at the start of their turn. Disarming friendly mines does not require an action during the Fire Phase (it is done during the Recovery Phase), but re-arming them does require the "placement" action during the Fire Phase. This allows friendly units to traverse the mined hex safely on their turn. Re-arming mines that have already been placed is an automatic success during the Fire Phase.

15.03.3 Active mine detection. By using Drones and the specialist tools built into their battlesuits, Combat Engineers may attempt to detect mines in any of the hexes surrounding the one they're occupying. The chance of success is directly related to the number of hexes they attempt to search per turn. To detect any mines in the searched hexes, they need to roll on one die a number greater than the number of hexes they are searching. For example, to search three hexes, a Combat Engineer squad would need to roll a 4+ on one die to succeed. A successful roll detects all mines in the hexes being searched.
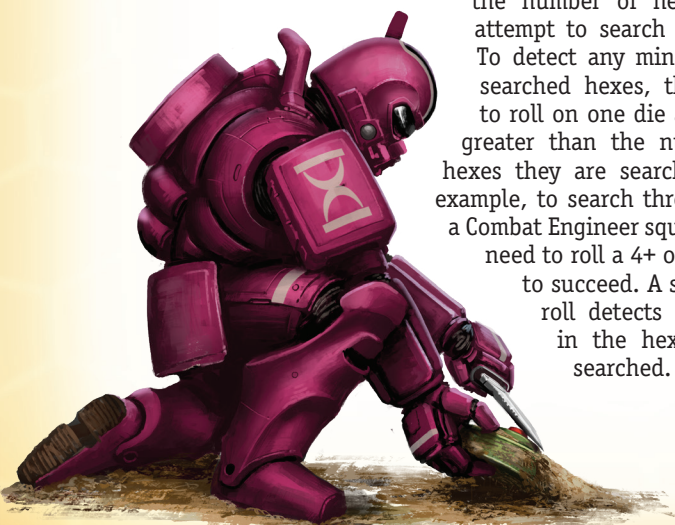
A Vulcan has state-of-the-art detection equipment, giving it advanced awareness of mines and other hidden units. A Vulcan searches for mines as above, but rolls two dice. Heavy Drones are not equipped to detect mines and cannot aid in these rolls.

Whenever a Vulcan is about to enter a hex with a mine or a hidden unit, the opposing player must acknowledge the presence of a mine (or hidden unit) within the hex. The Vulcan may then choose to either not enter the hex and move elsewhere, or continue into the hex. See Section 13.04.1, Ogre passive mine detection.

Once a mine is detected, a Sapper may enter the hex without fear of detonation. Additionally, other units may traverse the hex without fear of detonating the mine as long as the Sapper is in the hex. Units will lose the road bonus when traversing a mined road, however. The Sapper may not fire or perform any other task during the turn it assists in mine avoidance.

The mine is still active, and will be dangerous to others, once the Sapper leaves the hex.

15.03.4 Disarming enemy mines. A Sapper may disarm enemy mines once they are discovered. Successfully disarming an enemy mine requires a roll of 5+. A failed roll does not mean that the mine exploded; rather, it simply means that it will take at least another turn to successfully disarm that mine. Disarming a mine destroys the mine without detonating it.
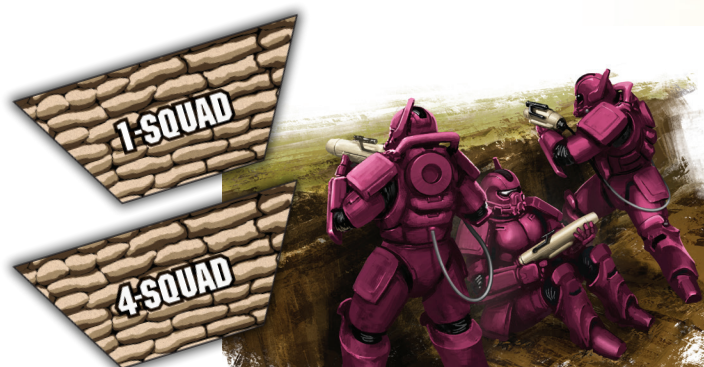
15.03.5 Building entrenchments. Sappers may protect infantry in clear, forest, or rubble terrain through entrenching. A die roll determines how many squads the entrenchments will protect. On a roll of a 1-4, one squad-equivalent of Combat Engineers creates an entrenchment that can protect one squad of infantry. A roll of a 5 creates an entrenchment that can protect two squads, and a roll of a 6 creates a 3-squad entrenchment. Any number of CEs, Vulcans, and Drones may help, as above. The single best result from the die rolls represent the extent of entrenchments created on that turn. Players should place the appropriate entrenchment counter or a token (penny, etc.) in the hex per entrenchment to depict the location and number of the entrenchments.

Entrenchments double the defense strength of infantry within the entrenchment in clear terrain, and triple the defense strength of infantry within the entrenchment in forest or rubble terrain (this replaces the benefit for the forest or rubble). Additionally, if the result on the CRT is a D, the lost squad comes from any units not entrenched prior to those entrenched; randomly determine from the squads that aren't entrenched. Calculate spillover fire normally on any units in an entrenched hex. Spillover fire has no effect on entrenchments themselves.

Infantry, including Heavy Weapons Teams, can fire normally from entrenchments.

For scenarios using the *Ogre* map, i.e., ramming rules instead of overrun rules, entrenched infantry are not reduced when an Ogre first enters their hex. The Ogre may spend an additional MP to remain in the hex and reduce the infantry normally (see Section 6.06). Thus it is possible for an Ogre to move into or through the hex without reducing the entrenched infantry.

Entrenchments have no effect on vehicles or movement. Entrenchments in any terrain other than clear, forest, or rubble offer no benefit. Entrenchments may not be built within a revetment.

Infantry from either side may use entrenchments simply by moving into the hex, as long as no enemy units are present.

An entrenchment is just a narrow slit in the ground and may not be separately targeted except by direct fire from close range (within the hex). Thus, if you control an area, you may destroy any or all of the entrenchments, but if you do not control the area, you must simply attack the entrenched infantry.

15.03.6 Terrain leveling. Repairing roads cut in a single spot, bridging streams, or creating improvised GEV ramps are tasks that require some degree of tools and materials beyond what a squad would be carrying on the battlefield. A player picking one or more Combat Engineer squads may choose a Truck or Hovertruck per squad with the needed gear to perform these tasks. These Trucks are not specialized engineering vehicles; they are simply loaded with equipment and supplies. The cost is 1 VP cost per Truck or 2 VP per Hovertruck. Vulcans and Heavy Drones have these tools and supplies automatically.

One or more Combat Engineer squads with the associated Truck(s), or a Vulcan and/or Heavy Drone, may attempt to repair a cut road, bridge a stream, or build a GEV ramp. The Truck needs to start, and stay, in the hex for the entire turn with the Combat Engineer. A separate Truck is required for each squad that attempts the task. A roll of 6 is required to succeed.

Combat Engineers may NOT clear roads that are cut due to damaged or rubbled terrain during a game; the damage is too extensive (see Section 13.01). Combat Engineers may not repair railroads during the game, as the task is too specialized. These are tasks specific to Vulcans and their Heavy Drones, as described under 15.04 Vulcan Tasks.

15.03.7 Grading ridges. By planting charges in the right spot, a low point may be created in a ridge to allow units to pass through the ridge as if it were not there. Any Sapper may attempt this task, and other Sappers may aid as usual; the attempt succeeds on a roll of 5 or greater. A clear hexside marker should be placed over the ridge on the map.

15.03.8 Destroying Ogres. An Ogre that has lost all its weaponry but can still move remains a threat on the battlefield. Combat Engineers may destroy it by placing specialized nuclear charges at critical points on the Ogre. To do so, they must move into the hex containing the Ogre; rather than an overrun attack, this constitutes the Combat Engineers climbing onto the weaponless Ogre. Successfully detonating a "coup de grace" charge requires a roll of 4, 5 or 6. The Combat Engineer squad remains in the hex. Should the attempt fail, it may be attempted again on a subsequent turn.

Against Ogres that still have AP guns, a Vulcan (or Heavy Drone guided by a Vulcan) may also plant an execution charge. This requires a roll of 4+ to succeed if the Ogre is immobile, or a 6 to succeed if the Ogre can still move; it will try to evade, and on its own turn will probably ram the attacking unit.

Engineering Task	1d6 roll for success
Placing a mine	5+
Detecting a mine	variable
Disarming an enemy mine	5+
Digging entrenchments	variable
Repair road/bridge stream/build ramp	6
Grading ridges	5+
Finishing off an Ogre	4+ or 6

15.04 Vulcan engineering tasks. Some jobs are too big to be performed by humans on the nuclear battlefield within the time limits required and without extensive machinery. Vulcans and their Drones handle Vulcan tasks the same way that humans handle regular engineering tasks (see Section 15.03). The difference is in the number of dice available to roll for success and whether one or more Heavy Drones are required for the attempt.

A Vulcan or Heavy Drone attempting to perform a Vulcan task must start the turn in the hex they wish to perform the task, and stay in that hex for the duration of that turn. Tasks are assigned a number that must be rolled on one die for success. A Vulcan rolls two dice for success; each Heavy Drone that assists contributes one die to the attempt. If any one die rolls the required number, the task succeeds. Some Vulcan tasks require Heavy Drones; these required Drones do not add dice to the success roll. As they are required, their presence is factored into the two dice the Vulcan rolls. Additional Heavy Drones may assist the Vulcan or Heavy Drone attempting the task, adding an additional die per Heavy Drone above the required number to attempt the task. Attempting a task counts as an "attack" for that turn, and is made during the Fire Phase.

15.04.1 Assist "stuck" units. A Vulcan may remove units stuck in swamp hexes. First, the Vulcan (and possibly, one or more Drones) needs to get to the stuck unit. This requires the Vulcan to enter the swamp hex. Although it may attempt to do so as any other unit by just entering the hex, it risks getting stuck itself if it rolls a 1 or 2 on one die. To avoid getting stuck, a Vulcan may make a prepared entrance into the hex. The Vulcan player rolls one die, and the result is the number of turns the Vulcan (and any accompanying units) must wait prior to entering the hex. The other restrictions of a swamp hex still apply.

On the turn following its entrance into the swamp hex, the Vulcan may attempt to free the stuck unit. This requires a roll of a 6 on one die. A Vulcan may attempt to free any unit size 5 or smaller

SMALL D2   LARGE D2

on its own. For every step up in size, one Heavy Drone is required to assist in the attempt. Additional Heavy Drones may assist in the attempt above the number required to make the attempt. Example: a Mark III (size 7) took an ill-advised jaunt through a swamp hex and got stuck. Freeing this Ogre requires the Vulcan and two Heavy Drones; a third and/or fourth may join the effort, thereby adding one or two additional dice to the one die the Vulcan rolls for success. Heavy Drones may not attempt to free a stuck unit on their own. A Vulcan may not attempt to free itself should it become stuck, and Heavy Drones that are stuck may not assist in freeing other units until they themselves are unstuck.

15.04.2 Repair cut rail. A Vulcan or Heavy Drone may repair a rail line that has been cut. The Vulcan needs to start, and stay, in the hex for the entire turn to attempt this task. Clearing a "Road Cut" marker on a rail line requires a roll of a 5 or 6 to succeed. Vulcans may not repair rails that are cut due to damaged or rubbled terrain during a game; the damage is too extensive (see Section 13.01).

15.04.3 Clear roads in damaged terrain. A Vulcan may clear roads that are cut due to damaged terrain (see Section 13.01). Clearing damaged terrain requires either a Vulcan or at least two Heavy Drones. A roll of 4 or greater is needed to succeed at this task. Additional Heavy Drones may assist in the attempt, adding dice to the success roll. This task is separate from mending a road that has been deliberately cut in one spot; that smaller level of repair is covered in 15.03.6, terrain leveling. The damage in rubbled terrain is still too extensive for a Vulcan with Drones to clear or repair within the confines of the game.

15.04.4 Reload missiles. If a Vulcan is carrying spare missiles, that Vulcan or an accompanying Heavy Drone may reload either internal or external missile launchers. External missiles may only be reloaded if they were fired; the launcher is too damaged to reload an external missile that was destroyed in place. Reloading an external missile is an automatic success, although the action still requires the Vulcan to be stationary in the hex for the full turn. The Vulcan may reload one missile per turn. The Vulcan is required to attempt this task as the missiles as stored in (or on) it. However, if Heavy Drones are available, an additional missile may be reloaded per Drone, per turn.

Reloading internal missiles is more complicated, and requires at least one Heavy Drone to attempt. This task succeeds on a roll of 5 or greater. The Ogre being reloaded must have at least one functioning missile rack. Only one internal missile may be reloaded per turn, regardless of how many Heavy Drones are available and assuming a successful attempt. Additional Heavy Drones may assist in the success roll attempt, however.

15.04.5 Weapon field repair. Usually an Ogre weapon that receives an X result from an attack is far too damaged to repair in the field. On occasion, the damage is light enough that a Vulcan may attempt to repair it in the field. Whenever an attempt is made to repair a weapon that was destroyed, roll one die. On a 5 or 6, the damage is light enough that an attempt to repair it may be made. On any other result, a notation should be made on the record sheet that this weapon is beyond field repair. Destroyed external missiles and missile racks are always too damaged to attempt field repair.

If an attempt may be made to repair the weapon, the task requires a Vulcan; Drones cannot help. Only one die is rolled for each attempt, and a 6 is required for success.

15.04.6 Tread field repair. Ogre treads may be repaired in the field as well. Either a Vulcan or a Heavy Drone may attempt to repair treads: two dice for a Vulcan, one for each Drone. For every 6 that is rolled during the attempt, one tread is repaired.

15.04.7 Create revetment. Revetments are prepared positions for armor units and infantry that can add to their defensive strength. In years past they were earthen embankments that could deflect or absorb incoming rounds. In the nuclear world of *Ogre*, the best defense is . . . still to dig a hole in the ground. Revetments have no inherent movement value and may not be moved by other units.

Revetments add +1D to the defense strength of a combat unit. This bonus is added after any terrain bonus multiplier. Spillover fire rules are applicable to other units sheltering within one.

Revetments are static positions, and can be targeted independently. They have a defense strength of 2. See Section 7.12. Revetments may receive terrain defensive bonuses like other armor units (e.g., they have a defense strength of 4 in a town hex). Only an X result has an effect on revetments; a D is considered a NE for game purposes.

Revetments come in two sizes: small and large. A small revetment can offer protection to a unit size 3 or smaller, whereas a large revetment protects a unit or units up to size 5 (see Size Table on page 14). More than one unit may occupy the revetment as long as the total size is less than the size of the revetment and stacking limits are observed. Example: up to three Light Tanks (size 1 each) could all occupy a small revetment and benefit from the +1D.

Entrenchments may not be built within a revetment.

15.04.8 Towing vehicles. A Vulcan can tow disabled or immobile vehicles. Attaching the vehicle to the tow hitch is a Vulcan Task, which succeeds on a roll of 2+. Unhitching a towed vehicle is automatic and is not considered a task. A Vulcan may only tow one vehicle at a time. The Vulcan's movement is decreased based upon the size of the vehicle it attempts to tow.

Vehicle Size	Movement Modifier
5 or less	0
6 or 7	-1
8	-2
9	-3

A Vulcan needs to have enough tread units to move after the modifier in order to tow larger Ogres. Should the Vulcan lose enough tread units that it falls below the amount required to move larger units, after factoring the movement modifier in, it must detach the towed unit prior to any additional movement. Units with no inherent mobility (Howitzers, Light Artillery Drones, CPs, etc.) may not be towed.

The tow hitch may be attacked when the Vulcan is towing a unit. It has D3 and if destroyed, causes the towed vehicle to detach immediately. It may not be targeted when not in use, as it is retracted within the Vulcan. Once it is destroyed, the Vulcan may not tow vehicles until it is repaired.

Towed vehicles are in the same hex and are subject to spillover fire from any attacks directed at the Ogre, if applicable (i.e., non-Ogres). A towed vehicle may be the target of direct attacks itself.

Vulcan Task	Required Heavy Drones	1d6 roll for success
Free Stuck Units	Variable	6
Repair Cut Rail	0	5+
Clear Road in Damaged Terrain	0	4+
Reload Internal Missile	1	5+
Weapon Field Repair	0	6 (one die only)
Tread Repair	0	6
Create Small Revetment	2	6
Create Large Revetment	4	6
Attaching Tow Hitch	0	2+

15.05 Terrain assistance. Sappers that travel with other units may offer assistance in navigating through, and recovering from, hazardous terrain. For armor units to obtain this benefit, the Sapper(s) must remain stacked with the armor units obtaining the benefit for the entire turn. Combat Engineers offering this benefit may not fire or perform other engineering tasks on the turn that they are performing this assistance; Vulcans do not have this restriction.

15.05.1 Terrain navigation. Combat Engineers and Vulcans stacked with units traveling through swamp or rubble (or forest, for GEVs) may reduce the chance of those armor units becoming disabled or getting stuck by 1. So a GEV traveling through a forest hex is disabled only on a roll of 1. Likewise, a heavy tank entering a swamp hex becomes permanently stuck only on a roll of 1. Units entering hazardous terrain still must end their movement for the turn as described for swamp terrain. Combat Engineers are not riding units during this assistance; they must be dismounted. Note that this benefit is independent of the number of Combat Engineer squads stacked with the units (i.e., additional Combat Engineer squads do not reduce the risk further). All units stacked with the Combat Engineer squad or Vulcan may benefit from this advantage. GEVs may not receive Terrain Navigation during their Second Movement Phase, as Sappers do not have a second move.

15.05.2 Recovery. Sappers beginning a turn stacked in the same hex with a unit previously disabled by terrain may add 1 to the recovery roll per Combat Engineer squad-equivalent stacked with the unit (i.e., a unit recovers on a roll of 2+, not 3+, with one Combat Engineer squad stacked in the hex, and automatically recovers with two squads or one Vulcan or Heavy Drone). Unlike most Sapper actions, this takes place in the movement phase, meaning the Sappers may fire normally if necessary, or even take a regular Sapper action.

Each Sapper may only assist one unit per turn, but more than one Sapper may be assigned to assist a disabled unit.

Sappers may move normally on that turn if the recovery roll succeeded or was automatic. Otherwise, they spend the whole movement phase in the unsuccessful recovery attempt.

COMBAT RESULTS TABLE

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

Combat odds are always rounded off in favor of the defender.
Attacks at less than 1 to 2 are always **NE**.
Attacks at 5 to 1 or better are an automatic **X**.

Explanation of CRT Results

▶ **NE** indicates "no effect" to the unit attacked.

▶ **X** indicates destruction of the unit attacked; remove it from the board.

▶ The intermediate result is a **D**. An infantry unit is immediately reduced by one squad. An armor unit (or a hardened CP) is "disabled." A disabled unit cannot fire or move; turn the counter over. If it receives another **D** result while disabled, it is destroyed.

A unit disabled by ramming or enemy fire recovers after one *full* enemy turn has passed. If it becomes disabled on an enemy turn, it remains disabled through that enemy turn, through its own turn, and through the next enemy turn; it then recovers. If disabled on its own turn by making a ram (6.07.1, 11.04.3), it remains disabled through the enemy turn and recovers on its next turn.

A unit disabled by entering terrain remains disabled through the enemy turn and rolls to recover on its next turn.

A **D** result does not affect the train or Ogres.

Spillover CRT results. When spillover fire (7.12) occurs, each result on the CRT is "taken down" one step. A **D** result is read as **NE**, and an **X** is read as a **D**. To affect a unit with a spillover, you must roll an **X** – and then it counts only as a **D**.

Overrun CRT results. When an overrun attack (Section 8) occurs, treat any **D** or **X** result to non-Ogre units as an **X**. Only a *true* **X** affects an Ogre, though.