

TURN SEQUENCE

1. Recovery.

- 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.
- 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 to 4, 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*:

- roll to see whether any attacking units entering swamp/rubble, or attacking GEVs entering swamp/rubble/forest, are disabled;
- 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 disabled. 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. Resolve any ram/overrun attacks. Roll for disabling on each GEV which entered swamp/rubble/forest on its second movement phase.

It is now the other player's turn.

SIZE TABLE

Size	Units	- Ram Damage Done To -		
		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

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.

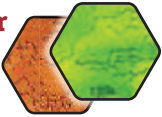
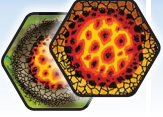

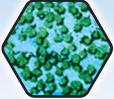

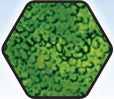

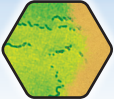

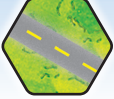
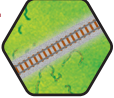
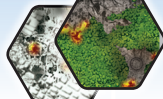
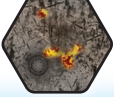
A **D** result does not affect the train or Ogres.

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.

- ▶ GEVs that ram non-Ogre units attack at twice the attack strength of the GEV (Section 6.07.3). The GEV is destroyed.
- ▶ Ogres that ram armor units use Section 6.02.
- ▶ Non-Ogre units that ram Ogres or the train are destroyed.
- ▶ Ramming references: 6.02, 6.05, 6.07, 9.05, 11.04.3.
- ▶ Vulcan counters appear only in the Kickstarter edition. Ninja counters are still too stealthy to spot. Rules for both appear only online at ogre.sjgames.com.

TERRAIN EFFECTS TABLE

Terrain Type	Ground-effect units GEV, LGEV, GEV-PC, HT (5.08.2)	Light tracked units LT, MSL, MCP (5.08.4)	Infantry and all specialist infantry (5.08.1)	Heavy tracked units Ogres, HVY, SHVY, MHWZ, MCRL (5.08.3)	Wheeled units TK (5.08.5)
Clear 	1 movement point to enter; no effect on attack or defense.				4 movement points to enter.
Crater 	Impassable – no unit may enter a Crater.				
Ridge hexside 	Cannot cross.	Cannot cross.	No effect.	No effect on movement for SHVY and Ogres. Others cannot cross.	Cannot cross.
Swamp (7.14.1) 	2 movement points to enter. Any unit entering ends its movement for the turn (no 2nd movement phase for GEVs); it is immediately disabled on a roll of 1 or 2.		1 movement point to enter. <i>Defense strength doubled.</i>	2 movement points to enter. Any unit entering ends its movement for the turn and is STUCK permanently on a roll of 1 or 2.	Cannot enter.
Town (7.14.2) 	Same as Swamp, but no chance of being disabled. <i>Defense strength doubled.</i>	2 movement points to enter. <i>Defense strength doubled.</i> D0 units become D1.	1 movement point to enter. <i>Defense strength tripled.</i>	2 MP to enter. <i>Defense strength doubled.</i> Ogre treads hit only on a 6.	2 movement points to enter. D0 units become D1.
Forest (7.14.1) 	Same as Swamp.	2 movement points to enter.	1 movement point to enter. <i>Defense strength doubled.</i>	1 movement point to enter.	Cannot enter.
Water (7.14.4) 	Same as Road. Must end movement for phase before moving from land to water, or vice versa.	Cannot enter.	2 movement points to enter. Cannot attack. (Marines attack and move normally. <i>Marine defense strength doubled.</i>)	2 movement points for SHVY & Ogres to enter. Others cannot enter. Cannot attack.	Cannot enter.
Beach hexside (2.01.9) 	Units can enter/leave water through a beach hexside without stopping or losing Road Bonus.	No effect.	No effect.	No effect.	No effect.
Stream hexside 	Must stop before crossing; a unit may not cross a stream hexside unless it began a movement phase adjacent to it.		No effect.	No effect.	Cannot cross.
Road or Bridge (5.07) 	1 movement point to enter. Any unit which begins its movement phase on the road, and stays on the road for the entire movement phase, may take a bonus movement of 1 extra hex. If taken, the extra hex MUST be used on the road. Units moving along the road ignore all movement penalties for underlying terrain but get the benefit of terrain for purposes of defense.				1 movement point to enter. No road bonus.
Railroad 	Same as Road.	No effect.	Same as Road.	No effect.	No effect.
Damaged Town or Forest (13.01) 	Same as Town or Forest, except that all Roads and Railroad in the hex are cut.				Cannot enter.
Rubble (13.01) 	Same as Swamp.		1 movement point to enter. <i>Defense strength doubled.</i>	1 movement point to enter for SHVY and Ogres. Same as Swamp for others.	Cannot enter.