

OGRE[®]

TOURNAMENT RULES

Game Design by Steve Jackson • Rules Written by Christopher Garcia and Neal Bostick

President/Editor-in-Chief: Steve Jackson • Chief Executive Officer: Phil Reed • Chief Operating Officer: Susan Bueno

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Rulebook graphic design by Richard Meaden • Original Ogre image created by Winchell Chung • Illustrated by Alvin Helms

Production Artist: Gabby Ruenes • Production Manager: Sabrina Gonzalez • Quality Control: Bridget Westerman •

Print buying by Sam Mitschke, Phil Reed, and Maryland Falkenberg • Prepress Checking by Monica Stephens and Miranda Horner

Operations Manager: Randy Scheunemann • Marketing Director: Rhea Friesen

Ogre Theme by Tom Smith • Director of Sales: Ross Jepson

OVERVIEW

Use this standardized defense in the **Mark III Attack** scenario. The Ogre enters from the southern edge of the map and moves first. If there is no decisive victory by the end of 45 minutes, the winner is determined by a point system. Half-points were awarded for a disabled vehicle. The **Ogre Cheat Sheet** guides gameplay.

UNITS USED

- ▶ Infantry (3 Squad Units) × 5
- ▶ Infantry (2 Squad Units) × 3
- ▶ GEV × 4
- ▶ Heavy Tank × 2
- ▶ Missile Tank × 2
- ▶ Howitzer × 2
- ▶ Command Post × 1
- ▶ Ogre Mark III × 1

POINT SYSTEM

Units	Point Value	Total Value
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Defenders

Infantry	1 Point Per Squad	21
GEV	6 Points each	24
Heavy Tank	6 Points each	12
Missile Tank	6 Points each	12
Howitzer	12 Points each	24
Total:		93

Ogre Mark III

Main Battery	8 Points	8
Secondary Battery	5 Points each	20
Missiles	6 Points each	12
Antipersonnel	1 Point each	8
Tread Units	1 Point each	45
Total:		93

RESOURCES

OGRE CHEAT SHEET:

sjgames.com/general/retail/linefile/line/21/QuickPlaySheet-Ogre.pdf

OGRE RECORD SHEETS

sjgames.com/ogre/kickstarter/ogre-rec-sheets.pdf

OGRE WAR ROOM APP

IOS:

sjgames.com/url/warroom

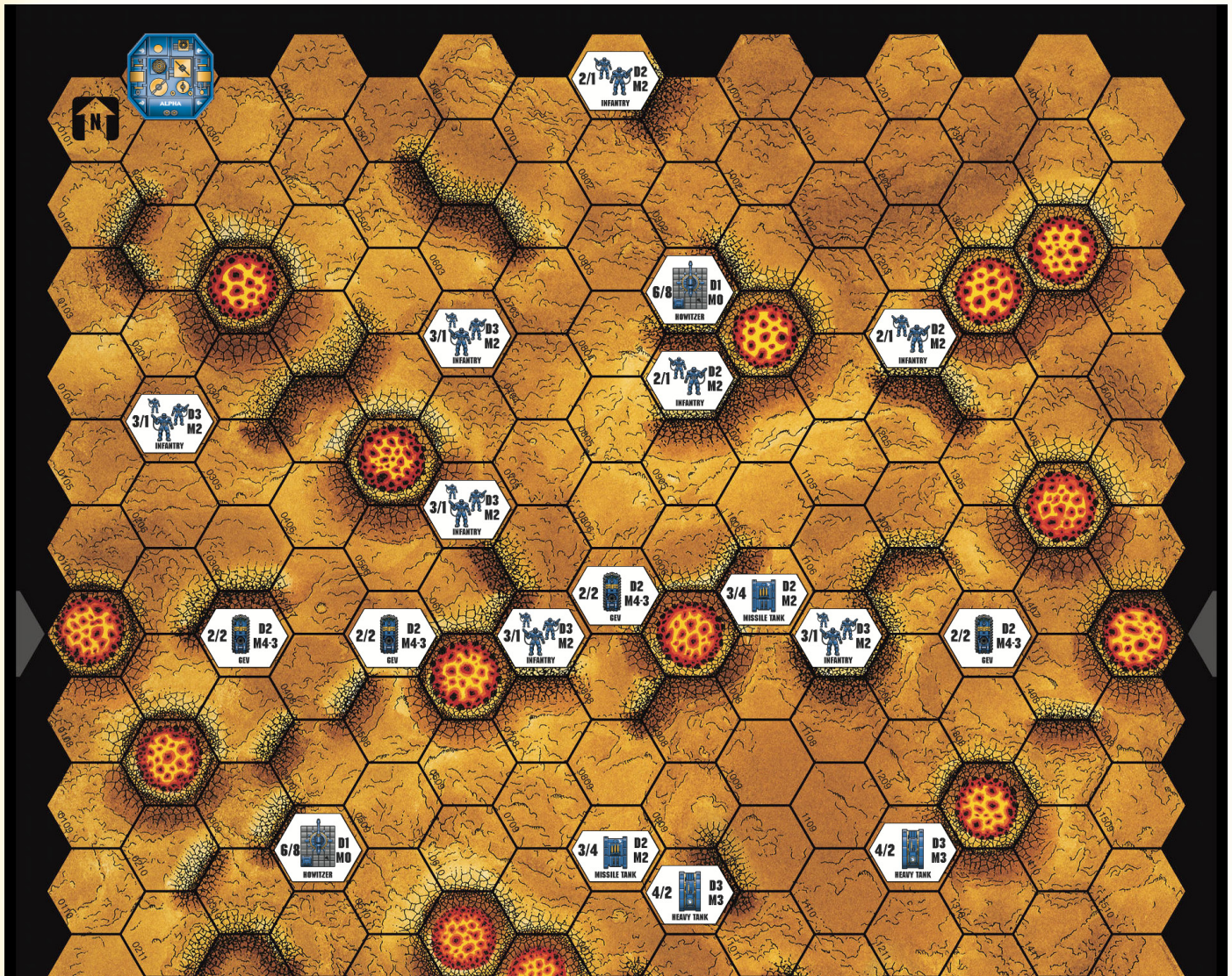
ANDROID:

play.google.com/store/search?q=pub:Steve%20Jackson%20Games



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DEFENDER SETUP



VICTORY CONDITIONS

DEFENDER VICTORY

1. Ogre destroyed. The Ogre is immobile due to all treads being destroyed and the Ogre is not in range of the CP with any remaining weapons.
2. Point win at round end.

OGRE VICTORY

1. Command Post destroyed.
2. Point win at round end.



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