OGRE
STRATEGIC & TACTICAL OBJECTIVES

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Tiffin Games

STEVE JACKSON GAMES
ogre.sjgames.com

INTRODUCTION

ABOUT THE COUNTER SHEET

The **Strategic & Tactical Objectives** sheet will hopefully provide players with a few new and unique pieces to augment their games and scenarios, and even provide some objectives to string games together into campaigns. We put some thought into it as a customs design right from the start.

SO WHAT DOES IT HAVE?

There are twenty terrain counters, many single-hex, some multi-hex, all back-printed with a damaged/destroyed side. These terrain markers were chosen from what we wanted to see ourselves, from a few ideas taken up by several others, including Mr. Jackson himself, and even inspiration from a few films.

THE TERRAIN COUNTERS

There are Geodesic Domes in one-, two- and three-hex formats as protected settlements or towns, as laboratories or preservations, or as command centres; you can decide whatever they represent to fit into your own design concepts.

Other Command and Control Buildings range from the new 'Pentangular' building to an old medieval castle.

You also have a simple one-hex Harbour, a slightly bigger two-hex Port, or the ability to join the two together and add other terrain counters to make up a sprawling dockyard and refinery. In case you need something to guard the maritime approaches to such an important installation, you have a Sea Base as well. (Sadly, we couldn't get a Barbara Bach counter to go with it).

We have logistics and maintenance covered too, with POL Stores for military re-supply and replenishment, and a Power Station or factory complex as a major infrastructure asset.

There is a large four-hex Comms Array counter, useful as a communication nexus and a seriously large target.

Finally, there is a Rail Station and Rail Yard, on four separate hex counters, so you can conjure up the rail terminus and tracks you need for any train scenarios.

THE REST OF THE SHEET

We still ended up with some space, and thought, "What else could our sheet include – maybe a special military force, or some troops, or a new unit of some kind?"

We decided on GEV-MCPs – enormous Hover Command Vehicles of the Archangel Class, all individually and suitably named by Steve Jackson himself, ending up with two for the Paneuropean, two for the Black Rose Mercenaries, one captured GEV-MCP re-flagged for the Combine and one for the Nightfall campaign. This choice of vehicle type seemed to be the best fit to compliment the work done by some of the other Kickstarter sponsors.

With the last of the remaining space, we added two small Hovertrucks and some dual-purpose Radiation and Biohazard markers, just to add some spice to the mix.
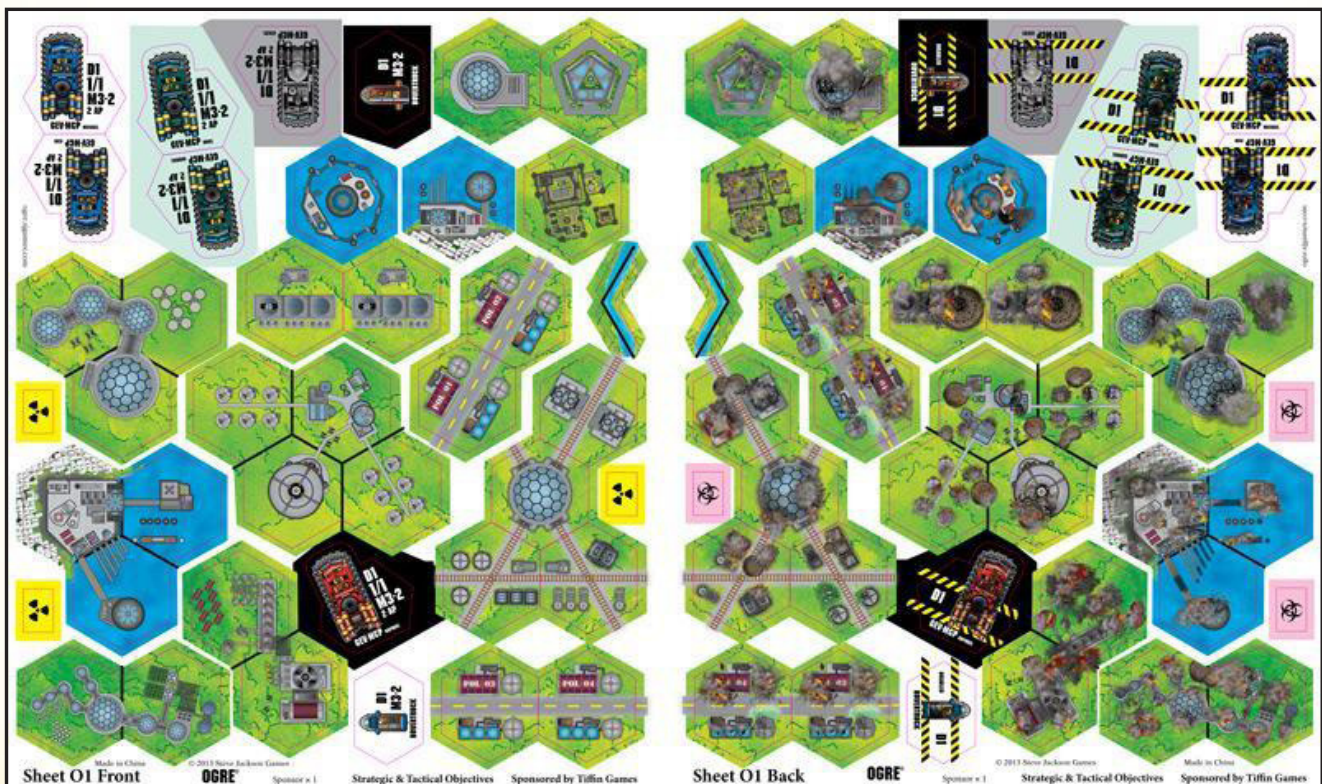
Counter Sheet produced under licence by Tiffin Games Ltd and in agreement with Steve Jackson Games

TERRAIN COUNTERS 1.00

1.1 Facilities. Facilities overlays represent strong, extensive structures, such as Rail Stations, Ports and Power Stations. Facilities use the rules for buildings (see *Ogre* rulebook - Sections 3.06 and 11.0). They cover the entire hex, giving the Town terrain type to the hex, unless destroyed.

Facilities are not affected by spillover fire (Sections 7.12 and 11.04.4). They do not suffer automatic damage during overruns (Section 13.01.2), but may be attacked in overruns like buildings (Section 11.04.2).

During Cruise Missile detonation (Section 10.04), Facilities are considered buildings (not terrain) when checking for SP damage to the Facility itself. However, they provide cover to other units in the hex, as if they are Towns.

A Facility hex may contain additional buildings (it is possible, for example, to place a Laser on a Sea Base).

If a Facility is reduced to 0 SP, flip the overlay to its 'destroyed' side (see below).

1.2 Terrain Effects for all Facilities. Same effects as Town for movement (Section 5.08) and combat (Section 7.14.2) except:

▶ GEVs move as Water (Section 5.08.2) in hexes with a water depiction (Sea Bases, Harbours, two of the three hexes of Ports)

▶ Marines may dive to avoid all overruns (Sections 7.14.4 and 8.07) (including overruns from non-GEVs) in hexes with a water depiction

Destroyed: All the Facility counters have a reverse side to indicate when they have been destroyed. This has the same effect as Rubble (Sections 5.08, 7.14.1, 10.04, and 13.01), except that GEVs and Marines may treat hexes with a water depiction as Water (see above).

1.3 Biohazard & Radiation Markers. These special markers have been provided to be used to mark and affect key target points on the map, to indicate special warheads or cargoes for use within the game, or as an additional special objective for scenario and campaign designs.

PROVISIONS, ORDNANCE & LOGISTICS 2.00

2.1 POL Store. Four single-hex counters with the sheet. The POL Store is a vital supplies hub for Provisions, Ordnance & other Logistics. It keeps the army operational in the field, being an essential source of arms, ammunition, power, fuel, oil, spare parts, equipment and military kit. As a single-hex counter, four are available on the **Strategic & Tactical Objectives** Counter Sheet, each numbered (POL01, POL02, etc.) so they can be identified.

These facilities may also be primed for detonation if there is any imminent threat that they will fall into enemy hands. Beware mighty deafening explosions.

Building Type: Admin
Strength Points (SP): 20
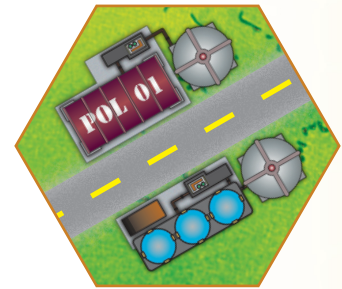
2.2 Demolition. Owning players may voluntarily detonate POLs at the end of their own Recovery Phase only.

Use the Cruise Missile detonation table (Section 10.04) to determine damage to nearby units and buildings (including those in the same hex as the detonation), adding an extra number of hexes of distance according to the POL's remaining SPs:

▶ 16-20 SPs remaining: add 1-hex distance from the detonation hex

▶ 11-15 SPs remaining: add 2-hex distance

▶ 6-10 SPs remaining: add 3-hex distance

▶ 1-5 SPs remaining: add 4-hex distance

Note: treat units in the detonation hex as being in Clear terrain for the purposes of Section 10.04

After checking damage to nearby units, the POL itself is considered destroyed – flip the overlay and treat the hex as Rubble.

Optional rule: Roll a die whenever the POL is attacked:

▶ Attack Strength 2–3: 6 = POL detonates

▶ Attack Strength 4–7: 5-6 = POL detonates

▶ Attack Strength 8+: 4-6 = POL detonates

2.3 Overrun. POL detonates on a 3–6 at the end of each fire round. Any detonations are immediate; do not deduct the strength of the attack from the remaining SP of the POL when determining the effect of detonation.

RAIL STATION & RAIL YARDS 3.00

3.1 Rail Station. One single-hex counter with the sheet. This Rail Station provides a protected dome for the exchange or terminus of the rail system of this zone. Whether it protects passengers, freight or both, it is a vital transport hub for the entire region. Rail Stations are often the origin/source or destination for Trains and Train Missions.

Building Type: Admin

Strength Points (SP): 20

Note: treat the train tracks as fully connected in an 'X-shape' under the dome.

Train loading: up to 12 squads of infantry per turn may board a Train (Section 9.07) which is at 0 speed in this facility.
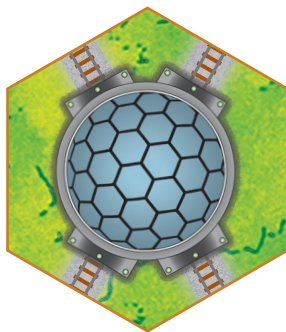
3.2 Rail Yards. Three single-hex counters on each sheet. The Rail Yards provide the space and facilities for Train repair and maintenance, along with the crucial infrastructure and valuable storage areas to ensure that this rail system remains in operation. Rail Yards are often the origin/source or destination for Trains and Train Missions.

Building Type: Admin

Strength Points (SP): 10 per hex

Train loading: Up to 6 "size points" of armour or infantry per turn may load onto a Train (Section 9.07) which is at 0 speed in this facility.
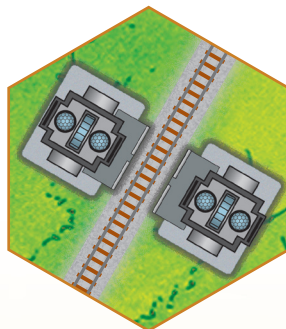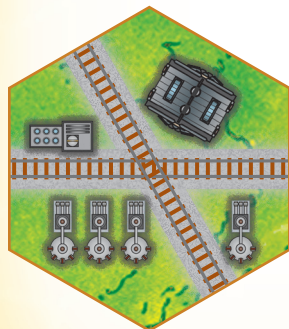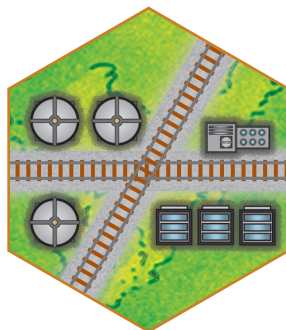
COASTAL & MARITIME FACILITIES 4.00

4.1 Sea Base. One single-hex counter with this sheet. Whether this is a vital coastal fortress emplaced to protect the sea-lanes, or a naval headquarters for command & control, a Sea Base provides shelter and maintenance for GEVs and Marines. Its own defences might pack a punch too.

Building Type: Strongpoint

Strength Points (SP): 60

Inherent Base Attack Strength: The Sea Base can be equipped with its own fixed point defence turret – Attack 2 / Range 2 / Defence 1 – plus 4 APs.

4.2 Harbour. One single-hex counter with this sheet. The Harbour provides a focal point for maritime traffic and trade, a coastal emplacement for hydroelectric power generation, or even a small operating garrison for GEVs and Marines to ensure this stretch of the coastline remains occupied and protected. Some Military Harbours are proper Maritime Strongpoints with a greater level of Strength Points.

Building Type: Admin or Strongpoint

Strength Points (SP): 30 or more

4.3 Port. One three-hex counter with the sheet. A much larger maritime complex, possibly even a dockyard for shipbuilding or a major sea freight nexus, the Port is crucial to maintaining links to the rest of the world. Usually well defended and in some cases fortified, Ports are always vital strategic objectives. Some have garrison facilities for their own Defence Forces of GEVs and Marines, and some also have fixed point defence turrets similar to Sea Bases.

Building Type: Admin or Strongpoint

Strength Points (SP): 30 or more per hex

Inherent Base Attack Strength: The Port can also be equipped with its own fixed point defence turret – Attack 2 / Range 2 / Defence 1 – plus 4 APs. This is positioned within the single hex without water.
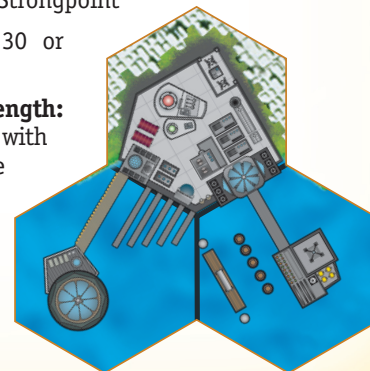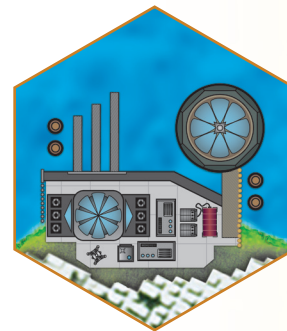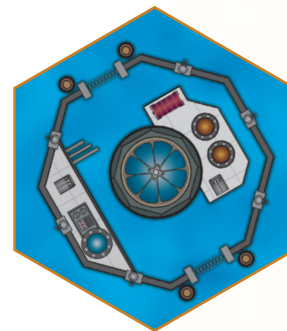
STRATEGIC OBJECTIVE FACILITIES 5.00

5.1 Comms Array. One four-hex counter with the sheet. Built on a sprawling site, often in remote areas, the Comms Array is a decisive asset in a government's ability to keep in touch with allies around the globe. A seemingly fragile collection of towers and bunkers but easily rebuilt; it is often a major strategic objective.

Building Type: Admin

**Strength Points (SP):** 10 per hex - 40 for entire counter
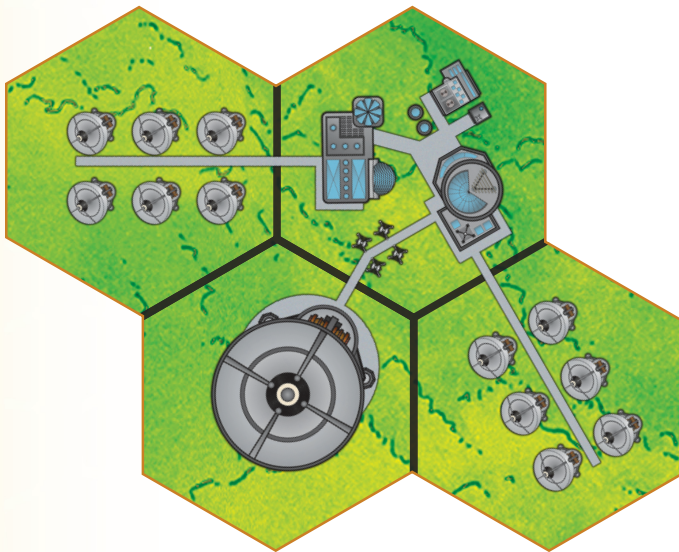
5.2 Power Station. One two-hex counter with the sheet. Many other buildings, complexes and facilities rely upon this one location for the power to operate. The operational hub of the region's power grid, these facilities also have extra industrial, manufacturing and repair abilities, making them vitally important assets for armament and ammunition production, as well as vehicle repair and maintenance for any armed forces – possibly repairing armoured vehicles, or even Ogres.

Building Type: Reactor

Strength Points (SP): 40 per hex

Destruction: The elimination of the Power Station can lead to a decisive game effect. Perhaps the loss of power affects the operation of other Facilities or the Laser Towers? Perhaps the Power Station gives the attacker a tactical edge as in the *Operation Newspaper* scenario? Destruction of the Power Station might even pollute the region.
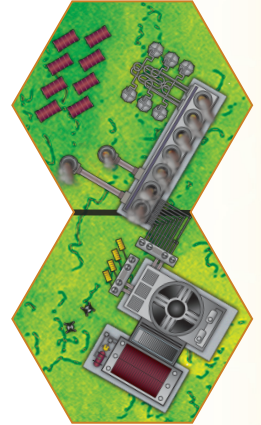

5.3 Missile Silo. Two single-hex counters with the sheet. Hidden away, Missile Silos provide a deadly attack capability on a regional or even global scale. Although launched missiles can fall prey to Laser Towers, launch enough and only one needs to hit home to cause harm and devastation. This is an important objective to be neutralized when discovered.

Building Type: Strongpoint

Strength Points (SP): 60

Destruction: The elimination of the Missile Silo can lead to a decisive game effect. Perhaps the detonation affects the operation of other Facilities, or the loss of the Silo gives the attacker a tactical edge, or even taints the nearby area.

Optional rule: Allow the owner to fire up to three Cruise Missiles (one per turn) from this facility.
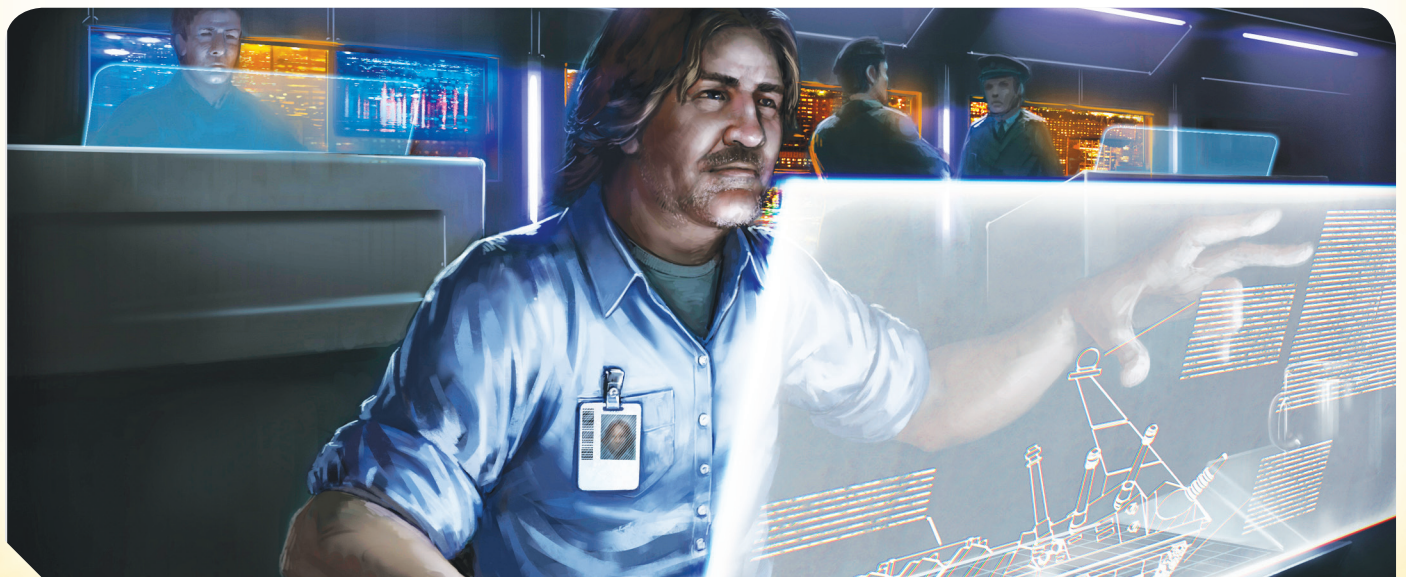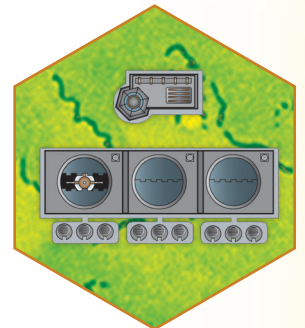
# SETTLEMENTS & HQ FACILITIES

6.00

6.1 Geodesic Domes. One-hex, two-hex and three-hex counters: one of each with the sheet. The Geodesic Dome buildings represent protected habitation centres constructed to shield the civilian population that still occupies valuable contested territory in most of the globe's war-zones. These are hardened and reinforced structures made from the finest segmented pre-fabricated construction, fitted out with fusion plants for residences and industry.

These hardy folks, devoted to your cause, deserve the best protection. Guard them well as land without a human presence is just a desolate space to colour the map.

Here within these domes lie the future hopes of your people, the recruits for tomorrow, the industry you will need to build and rebuild again. You may just be able to call out their Defence Militia and other armed forces to help them protect themselves.

Building Type: Admin

Strength Points (SP): 10 – 30 per hex
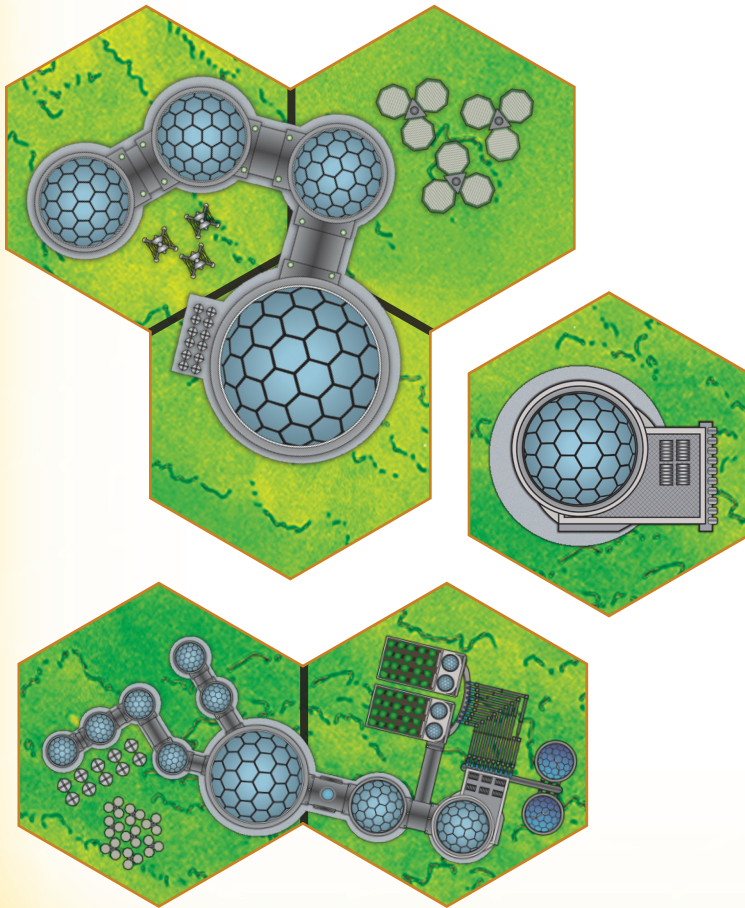
6.2 Pentangular Base. One single-hex counter with the counter sheet. The Regional High Command for this part of the globe, this is a joint military and civilian centre for government. It serves as a communication nexus where the war is waged with plans and operations by the Army's top staff. A major strategic objective, there is a hidden strength to this hardened structure that defies unsuspecting enemies.

Building Type: Strongpoint

Strength Points (SP): 40 – 60
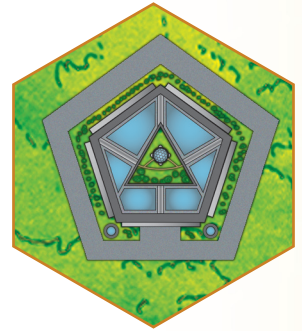
6.3 Old Castle. One single-hex counter with the counter sheet. Whether in Europe, Russia, the Middle-East, North Africa or Asia, this sprawling complex of towers, walls and old historical buildings serves as the perfect lair for any self-respecting Warlord or Evil Despot who prefers style over substance. Mercenary Commanders are often drawn to such places too, especially those with pretentious aspirations to recreate historic Military Orders and Elite Bodyguards.

Building Type: Strongpoint

Strength Points (SP): 40
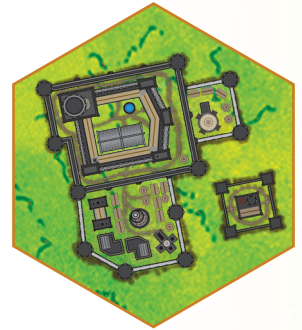
VEHICLES

7.1 "Archangel" Class GEV-MCP. At the end of the 20th century, the Russians had produced one of the largest GEV units ever built with their 'Zubr' class landing craft. With the export of this type to the Greek and Ukrainian Navies and later service throughout the Black Sea, Aegean Sea and Eastern Mediterranean, it was no surprise to see Paneuropean designers refine the class even further in the first half of the twenty-first century.

The end result was the "Archangel" class of GEV Mobile Command Post assets, designed for service over desert, sea, land or Arctic pack ice. With a large chassis and powerplants, lightly armed and armoured, it keeps pace with GEV-PCs and Hovertrucks, over land or water.

Its forte lies in the wide array of computers and comms kit it carries and the inherent portage of the command element of any headquarters using these vehicles. It can also carry three squads of infantry inside – see rules for GEV-PCs and Hovertrucks.
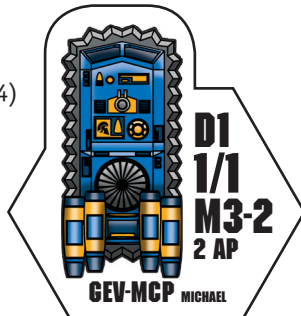
Specifications.

Size: 5 (SHVY Tank) Same ram damage as SHVY, see Size Table, p. 14)

Attack: 1 / **Range:** 1

Defence Strength: 1

Movement: 3 / 2

Antipersonnel Weapons: 2

As a MCP (Mobile Command Post) this unit provides a conventional force with the ability to have its Command Headquarters able to relocate from the attacks of similar conventional forces or cybernetic units. At all times, this unit follows the movement benefits and restrictions of GEV vehicles.

'Archangel' GEV-MCPs known to be in service:

▶ 'Michael' - Paneuropean

▶ 'Jean' - Paneuropean

▶ 'Raphael' - Combine (ex-Paneuropean, captured and returned to service)

▶ 'Uriel' - Black Rose Mercenaries and affiliated forces

▶ 'Gabriel' - Black Rose Mercenaries and affiliated forces

▶ 'Azazel' - unknown ownership

7.2 "Rabbit" Class Hovertruck. The Rabbit was the go-to light logistic low-cost vehicle for quick supply runs. Essentially a civilian model made fit for rugged military service, the Rabbit benefits from secure cargo pods that have proven useful for carrying dangerous goods.

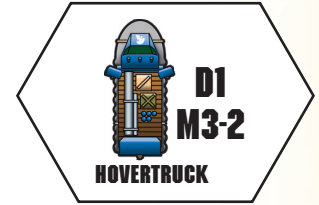It can keep pace with GEV-PCs and carry an Infantry Squad inside as guards to escort the pod.

Specifications.

Size: 1

Defence Strength: 1

Movement: 3 / 2

Unarmed

CREDITS & THANKS

Many people have helped in drawing all this together, from the initial Kickstarter concepts to the final countersheet design, to end with the details you see above. Steve Jackson is the man responsible for starting it all. Just into my teenage years back in 1980, slightly bored with the Moscow Olympics, I bought a small plastic slipcase game in a local toyshop. The contents within that thin plastic box provided hours and hours of combat as conventional forces raced and dodged around a blast-zone map trying to stop and destroy a giant cybernetic tank. Awesome fun, easy playability, clever design and lots of great memories.