



Tactical Ground Combat in the 21st Century

Game design by Steve Jackson

Illustrations by Winchell Chung

Cover by Clark Bradley

Published by Metagaming

Copyright © 1977 by Steve Jackson

Second Edition

The designer would like to acknowledge the following sources of inspiration and/or information: Keith Laumer's "Bolo" series, Colin Lapp's "Gottlos", Robert Heinlein's *Starship Troopers*, Joe Haldeman's *The Forever War*, and *Tanks*, by Armin Halle and Carlo Demand.

Thanks also go to those who playtested and commented on the game, including Howard Thompson, Elton Fewell, Ben Ostrander, Robert Taylor, Mark Huffman, Frank Blazek, Stewart Norris, Nick Schuessler, Susan Tunnell, and many others.

To the above acknowledgements must now be added thanks to the many gamers whose appreciation and/or constructive criticism of the first edition of OGRE made this second edition possible – and much better. They include Keith Gross, Robert Schultz, Kenneth Schultz, A. Mark Ratner, J. Richard Jarvinen, Lawrence Duffield, Tracy Harms, Greg Costikyan, Ron Manns, Steve Perrin, Mark Schultzinger, Ben V. Kloepper, Gregory F. Hogg, Ronald Artigues, Jim Behringer, Steve Rabin, Edward A. Villareal, Mark Marmor, Robert A. Mitchell, Gary M. Huska, Alexander M. Epstein, Ron Fisher, Jay S. Michael, and no doubt many others whom I will remember as soon as this goes to press. Not all the advice was taken – but it was all appreciated.

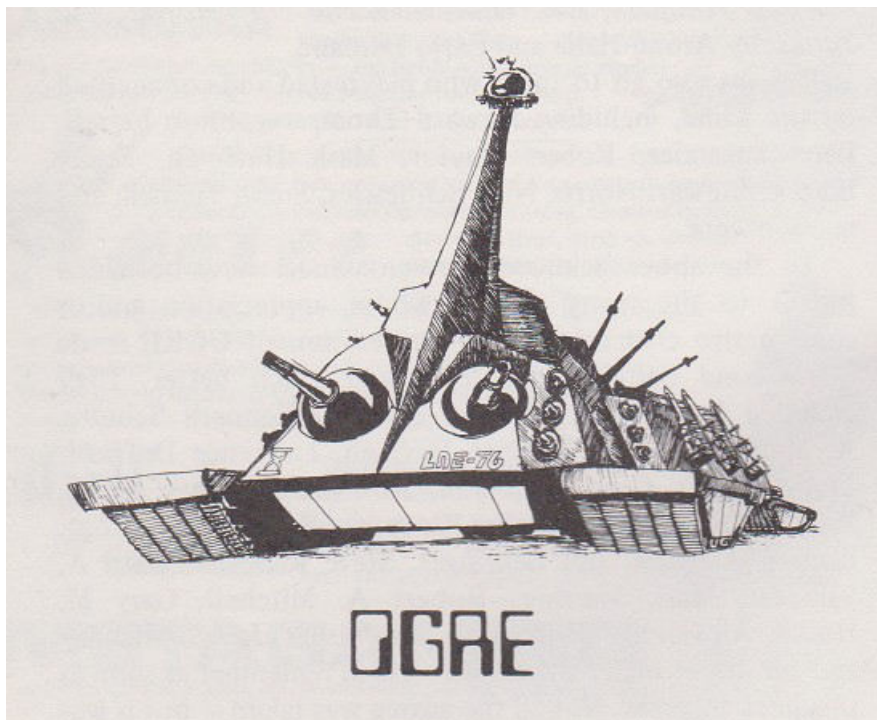
PREFACE

Technology governs strategy. The tank-type vehicle, considered obsolete by the end of the 20th century, ruled the battlefields of the 21st.

Several factors led to the reappearance of mechanised warfare. The first, of course, was the development of biphase carbide armour. Stronger than any steel, it was also so light that even an air-cushioned vehicle could carry several centimetres of protection. The equivalent of a ton of TNT was needed to breach even this much BPC armour – 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 manoeuvrable than armour, 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.

Thus, the tank-type vehicle – fast, heavily armed and armoured, able to break through enemy positions and exploit disorganisation – returned to wide use. And, once again, planners fretted over priorities. More guns? More armour? 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 120 km/hr on any decent terrain, and 150 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 terrorised unsophisticated infantry. The cybertanks terrorised *everyone*, and with good reason. They were bigger (up to 50 metres), faster (hovercraft models proved too vulnerable but atomic-powered treads moved standard units at 50 kph or better) and more heavily armed (some had firepower equal to an armour *company*). And two to three *metres* of BPC armour 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 mechanical intelligence had existed 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 kilometres – even from friendly ones. They were just too *big*.

One fact, more than anything, points up the feeling that developed 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 ...

1.00 INTRODUCTION

1.01 General. 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 armour battalion. Other scenarios may involve more than two players, and/or *several* Ogres. Playing time is between 30 minutes and 1 hour in the basic game.

1.02 Setup. Before playing OGRE for the first time, read the rules over once quickly to get the “feel” of the game. Then set up the map and counters for the basic scenario (below) and go over the rules again. By reference to the rules, the map, and the counters, you should be able to resolve any apparent ambiguities. Once you feel you have fully understood the movement and combat rules, you will be ready to begin play.

1.03 Basic scenario. This represents an Ogre attack on a heavily-guarded command post. The defence sets up first. The defending player gets 20 points of attack strength (see Section 6.02) of infantry, and 12 armour units. Each howitzer the defender takes counts as *two* armour units. These units are set up in the obstructed area of the map (see Sections 2.014 and 2.015), as is the command post. In addition, all but 20 attack strength points of the defender's force must set up on or behind a line drawn between the two crater hexes at the map *edges*. All units are face-up.

The attacking player takes a single Ogre Mark III and moves first, entering anywhere on the bottom of the map.

Victory conditions are as follows:

All defending units destroyed: complete Ogre victory.

Command post destroyed and Ogre escapes from bottom of map: Ogre victory.

Command post *and* Ogre destroyed: marginal Ogre victory.

Command post not destroyed, but Ogre escapes: marginal defence victory.

Command post survives, Ogre destroyed: defence victory.

Command post and at least 30 attack points of defence force survive: complete defence victory.

1.04 Advanced scenario. Play is identical to the basic scenario, except (1) the defence gets 30 points of infantry and 20 armour units (again, howitzers cost double); (2) all but 40 attack points of this force must set up on or behind the line; (3) the attacking Ogre is a Mark V; (4) for a total victory, the defender must destroy the Ogre while preserving his CP and at least 50 attack points of his force.

1.05 Solo play. OGRE plays very well as a solo game in these two scenarios – that is, one person can play both sides. Once a player gains experience, it is possible to vary strategies; i.e., “programming” the Ogre to charge straight in (in which case the defending force should be smaller, for balance) or committing the defence to a static strategy using hit-and-run tactics with the Ogre (in which case the defending force should be enlarged). The possibilities are unlimited.

1.06 Play balance. The basic and advanced scenarios, as well as those in Sections 9.03 and 9.04, have been extensively playtested (and modified in this second edition of OGRE). If both sides use optimum strategies, the victory should go to the more skillful player, regardless of who takes which side. However, the Ogre is easier to “pick up” than the defence for most players. Therefore, for the first few games (or any time you feel a “handicap” is needed), you may wish to change the number of defending armour units

slightly.

2.00 MAPSHEET

2.01 General. The mapsheet represents an area of some 12 by 9 km. It is divided into hexagons (“hexes”) which govern movement. Terrain features shown on the map are:

2.011 Craters. Hexes containing craters are impassable. No unit may move into or over these hexes. Units *may* fire over craters. Crater splash marks do not affect movement.

2.012 Rubble. Heavy black lines along hex sides indicate lesser obstructions. Only Ogres and infantry may cross these lines. Units *may* fire over rubble.

2.013 Lettering. The “OGRE” lettering at the bottom of the map does not affect movement or combat.

2.014 Clear area. The “clear area” of the map is the area free of craters and rubble – the bottom 7 rows of hexes.

2.015 Obstructed area. The rest of the map – the top 15 rows of hexes – is the “obstructed area”.

2.02 Leaving the map. No unit may move off the map unless a scenario specifically calls for it to do so. It may be assumed that the top and sides of the map are bounded by swamp and impassable; the bottom of the map is a river which only Ogres may enter. Ogres leave the map by entering the river, but may not reenter the game.

3.00 COUNTERS

3.01 Standard counters. These counters represent individual military units. Each standard counter carries a symbol and name which show its type, and four numbers which indicate its capabilities: attack strength and range (see Section 6.02), defensive strength (see Section 6.03), and movement points (see Section 5.01). Standard counters are of the following types:

3.011 Heavy Tank. This counter represents a single Main Battle Tank.

3.012 Missile Tank. This counter represents a single less heavily armoured missile-firing crawler vehicle.

3.013 Ground Effect Vehicle (GEV). This counter represents a single highly-mobile, armed and armoured air-cushion vehicle. Each GEV may move *twice* per turn.

3.014 Howitzer. This counter represents a single non-self-propelled heavy missile cannon.

3.015 Infantry. These counters come in three types, representing one, two, or three squads of infantry, armed with conventional and antitank weapons and using powered suits which greatly increase their mobility and provide some radiation and shrapnel protection.

3.016 “Armour unit” designation. The above standard counters (other than infantry) will sometimes be referred to collectively as “armour units”.

3.02 Command Post. This counter represents a strategic communications centre. It is immobile and has an attack and defence strength of zero; that is, any attack automatically destroys it, and it may be rammed by an Ogre without damage to the Ogre. A player whose command post is lost has lost the game, but may continue to fight and inflict damage on his opponent (see Section 1.03).

3.03 Ogre counters. These counters appear in two types: Mark III and Mark V. Each represents a single robotic fighting machine, equipped with guns, missiles, antipersonnel weapons and heavy armour. The Mark V is larger and more formidable than the Mark III.

The capabilities of the Ogres are not shown on the counters; they change throughout the game as the Ogre is damaged, and are shown on the Ogre record sheets (p. 15).

4.00 TURN SEQUENCING

4.01 Turns. OGRE is played in turns. The precise sequence for each turn depends on the scenario being played. During his turn, each 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 and (except for GEVs) moves only once.

4.02 Basic scenario sequence. The turn sequence for the basic (and advanced) scenario is:

- Ogre moves

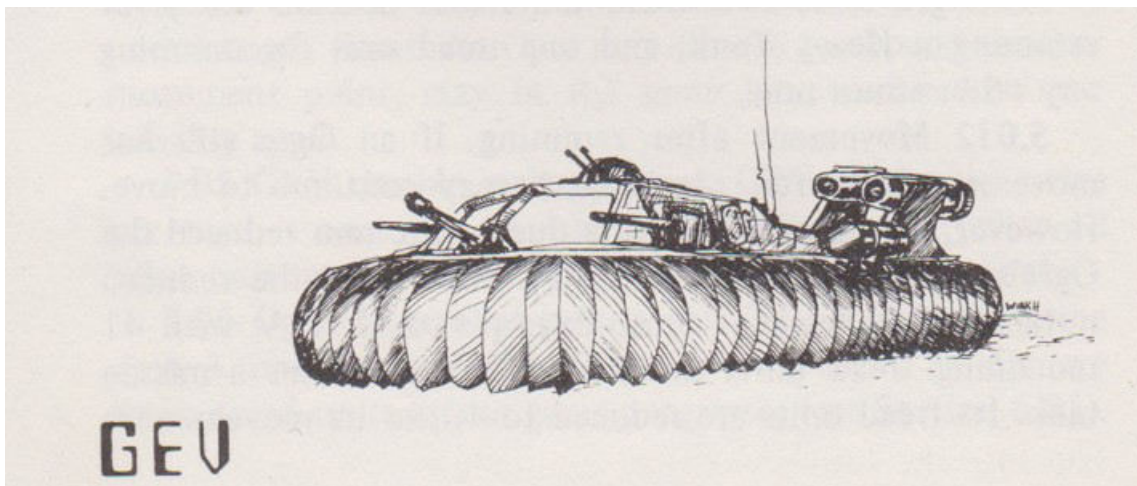
- Ogre fires

- Defender moves

- Defender fires

- Defender moves GEVs for their second (3-hex) movement phase

4.03 Multiplayer sequences. A scenario involving more than two players will use a similar sequence, with players moving in the same order each turn. Each attacking player, in turn, moves and resolves combat; then each defending player, in turn, moves and resolves combat. Players on the same side may take their fire phase together to combine fire.



5.00 MOVEMENT

5.01 General. The number in the top right-hand corner of each standard counter is the number of “movement points” that unit has – that is, the maximum number of hexes it can move each turn. An M2 counter may move up to 2 hexes per turn. Movement points may not be accumulated from turn to turn. A unit never *has* to move.

5.02 Stacking. Units may not be stacked; that is (with the exceptions noted below) only one unit at a time may occupy each hex.

5.021 Combining infantry. The basic infantry counter is the 3-squad counter. Two or three 1-squad counters, or a 1-squad counter and a 2-squad counter, may occupy a hex together, since they are still the equivalent of one 3-squad counter.

5.022 Moving through other units. Any unit may move *through* a hex occupied by a friendly unit, as long as the two do not end the turn on the same hex. No unit may move through a hex occupied by an enemy unit, except as described under Section 5.03 (Ramming) below.

5.03 Ramming. An Ogre may damage or destroy enemy armour units by ramming. Ramming a unit is accomplished by moving onto or through its hex.

5.031 Results of ramming armour units. Any immobile armour unit (i.e., a Howitzer or any disabled unit) is destroyed if rammed. Any armour unit rammed is disabled on a die roll of 1-3, and destroyed on a die roll of 4-6. The Ogre player rolls the die immediately upon ramming. If the armour unit is only disabled, the Ogre may expend one more movement point, *stay in that hex*, and ram again.

An Ogre loses two tread units (see Section 6.05) for ramming a Heavy Tank, and one tread unit for ramming any other armour unit.

5.032 Movement after ramming. If an Ogre still has movement left after ramming, it may continue to move. 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. Its tread units are reduced to 40, so its movement is reduced to 2; it may move only one more hex that turn.

5.033 Ramming CPs. An Ogre may ram a CP, destroying it. Since the CP has no defence strength, the Ogre is unhurt.

5.034 Ogres ramming Ogres. In scenarios with several Ogres, one Ogre may ram another by moving onto its hex. The ramming Ogre then 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 of the same size, loses three tread units.

The damage done to the Ogre which was rammed is determined by a die roll. The ramming player rolls two dice if his (ramming) Ogre is a Mark III, and four dice if his (ramming) Ogre is a Mark V. 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. Four dice are thrown. The total shown 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. Two dice are thrown for an 8, so the Mark V loses 8 tread units.

5.035 Limit on ramming. An Ogre may ram no more than twice per turn, or one enemy Ogre per turn.

5.036. Armour units ramming Ogres. An armour unit may ram an Ogre by moving onto its hex. The Ogre loses one tread unit automatically; the armour unit is destroyed.

5.04 Infantry overruns. An Ogre may not ram infantry, but it may move onto or over an infantry hex as though the infantry was not there. If the Ogre has *any* antipersonnel weapons left, the infantry is automatically reduced by one strength point. An Ogre may choose to expend another movement point, stay in the *same* hex, and reduce the infantry again.

5.05 GEV double movement. A GEV may move twice per turn – once (up to 4 hexes) before combat, when all other units move, and once (up to 3 hexes) after combat.

5.06 Ogre movement points. An Ogre begins the game with 3 movement points. This may be reduced by damage to its tread units as the game progresses (see Section 6.05).

6.00 COMBAT

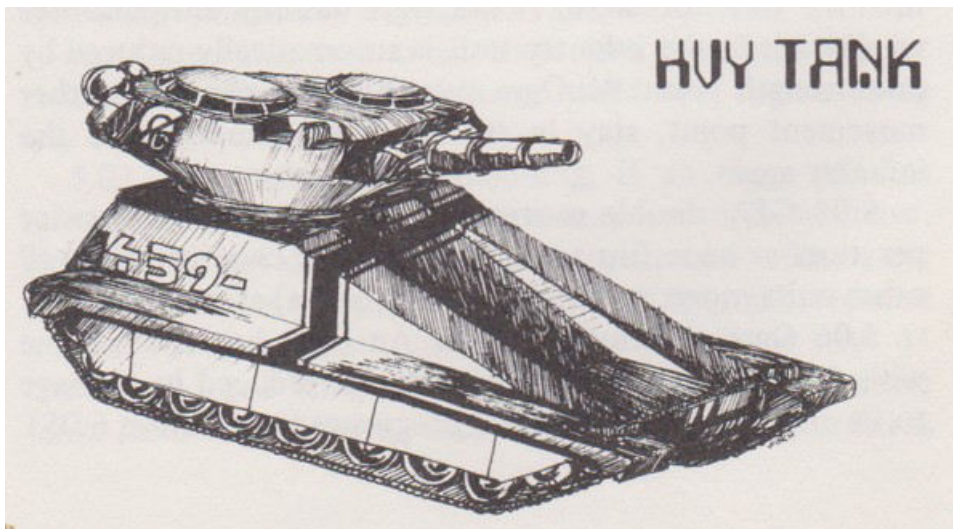
6.01 Sequencing. A combat phase occurs after each movement phase (except for GEV second-phase movement).

6.02 Combat factors. Each standard counter carries a Combat Factor expressed as two numbers separated by a slash – i.e., 4/2. The first number shows the unit's *attack strength*; the second shows its *range* – that is, the maximum number of hexes at which that unit may attack.

6.03 Defence strength. Each standard counter also has a *defence strength* in the top left-hand corner – i.e., D2.

6.04 Ogre combat factors and defence strengths. An Ogre has a number of different weapons, each with its own attack strength, range and defence strength. These are shown on the Ogre record sheets (p. 15).

6.05 Ogre tread units. These units represent the state of the Ogre's treads and motors. Damage (i.e., reduction of tread units) slows the Ogre. A Mark V begins with 60 tread units; a Mark III begins with 45. When an Ogre's tread units are reduced to 2/3 their original total, the Ogre's movement points are reduced from 3 to 2. When the tread units are reduced to 1/3 their original total, the Ogre has only 1 movement point – that is, it can only go one hex per turn. When the Ogre's tread units are all gone, the Ogre can no longer move. It *can* still fire at anything within range. The Ogre does *not* expend tread units simply by moving.



6.06 Attacks. In general, each attack is resolved by comparing attack and defence strengths of the units involved, and then rolling a die. Specifically: For each attack, all attack strengths involved are totaled, and then compared with the defence strength of the target in ratio form. This ratio is then rounded off *in the defender's favour* to one of the ratios shown on the Combat Results Table (p. 16). In other words, the *target* of the attack, be it Ogre or standard unit, gets the benefit of the rounding-off. Examples: 2 attack points against 1 defence point would be a "2 to 1" attack. 3 attack points vs. 2 defence points = 1 to 1 also. 2 attack points vs. 3 defence points = 1 to 2. 6 attack points vs. 1 defence point = 6 to 1 (treated as 5 to 1; see the CRT). Once the ratio is determined and rounded off, the attacker rolls the die and consults the proper column of the CRT to find the result. Results are applied immediately.

6.07 Combining attacks. Any number of units and/or Ogre weapons may combine their attack strengths into an attack on any single target *except* Ogre tread units.

6.08 Multiple 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.

6.09 Multiple targets forbidden. An attack must be made against one target only – either a given unit, or a given weapon (or number of tread units) on an Ogre. 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.

6.10 Weaponry. It is assumed that most weapons are heavy rapid-fire cannon using tactical nuclear shells, effectively capable of fire in any direction. Each standard unit may apply its attack strength once per turn. Each undestroyed Ogre weapon may apply its attack strength once per turn. However:

6.101 Antipersonnel. Ogre antipersonnel weapons are effective only against infantry and the CP. No infantry unit may be attacked more than once per turn by antipersonnel. When all AP weapons are gone, an Ogre can no longer reduce an infantry unit's strength by 1 by entering its hex.

6.102 Missiles. Each Ogre missile is a one-shot weapon. Once used (or if destroyed before firing) it is gone.

6.11 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.

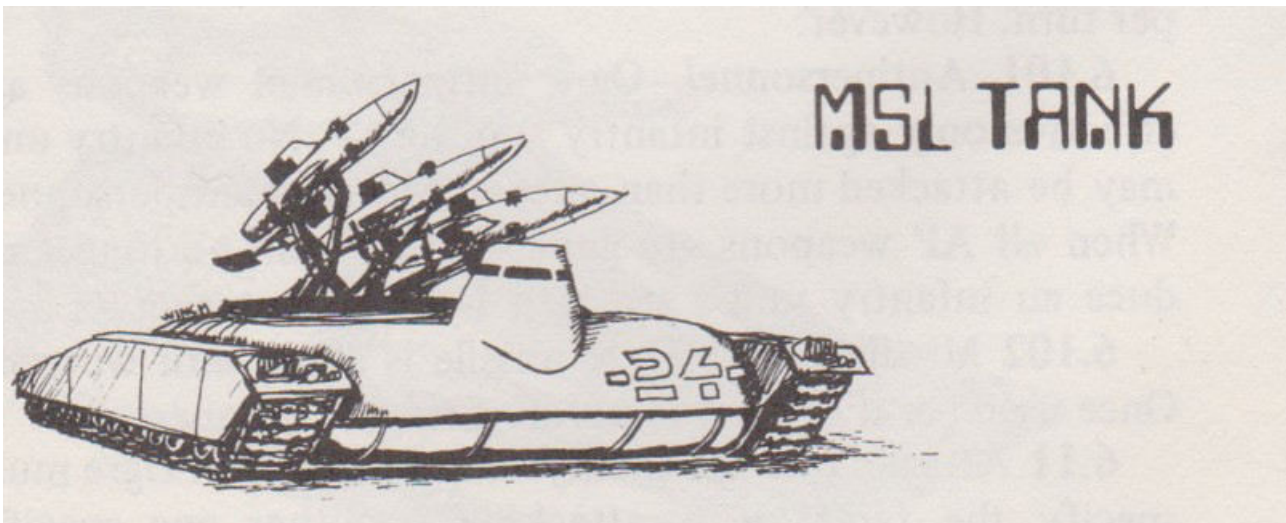
6.111 Attacks on Ogre weapons. If weapons are the target, the attack strength of the attacker(s) is compared with the defence strength of the weapon attacked. Example: A Missile Tank could fire on a gun from the secondary battery at 1 to 1, a missile at 1 to 1, an AP gun at 3 to 1, or a main battery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

6.112 Attacks on Ogre treads. If the Ogre's tread units are the target, the attack is 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 to 1 on the CRT) the Ogre loses a number of tread units *equal* to the attack strength used. Each unit attacking treads must do so individually. Thus, a successful Heavy Tank attack on treads would cost an Ogre four tread units.

6.12 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 – i.e., “All right, I am now attacking that Missile Tank *there*, with three guns from the secondary battery, which is a 4 to 1.”

6.13 Destroying Ogres. An Ogre is not destroyed until all its weapons and tread units are gone. However, a lone, immobile Ogre is helpless; a game may be ended at that point.

6.14 Combat in the same hex. If an Ogre ends its movement in the same hex with an enemy unit, combat between them occurs as if they were in adjacent hexes.



7.00 ENDING THE GAME

7.01 Regular games. The game ends when the attacking force, whatever it may be, is destroyed or withdraws from the bottom of the map.

7.02 Time limit games. Rather than play until one force is annihilated, the players may wish to decide in advance to play for a specific time or number of turns. At the end of this period, if no set of victory conditions given in Section 1.03 has been met, the defender wins a marginal victory.

8.00 OPTIONAL RULES

8.01 General. These rules may be used to add interest and complexity when the basic form of the game is fully mastered. They may be used singly or in combination.

8.02 Command trailer. Instead of the CP, give the defenders a mobile command trailer with movement of M1.

8.03 Mines. The defender has a predetermined number of mines; he places them in whatever hexes he wishes, recording the hex numbers elsewhere. Any unit entering a mine hex rolls a die. The mine explodes on a roll of 5 or 6 for an Ogre (roll a die to determine how many tread units are lost) or on a roll of 6 for any other unit (X result for armour, D for infantry). An exploded mine is destroyed.

8.04 Camouflage. The defender has an entrenched and well-camouflaged position. The attacker(s) can detect the *presence* of each unit, but not its nature. All defence units (except the CP) are upside down at the beginning of the game. As soon as any defending unit moves or fires, it is turned right side up and remains so for the rest of the game.

8.05 Destruct. Any “live” Ogre – i.e., any Ogre with *any* treads or weapons left – may self-destruct at any time by detonating its power plant, with the following results:

- All non-Ogre units within 4 hexes are destroyed.
- All armour units 5 hexes away are disabled (infantry and a CP 5 hexes away are unaffected).
- An Ogre in the *same* hex – i.e., one that just rammed or was rammed by the destructing Ogre – is destroyed. Ogres in other hexes are unaffected.
- Note: this rule can make a big difference in strategies.

9.00 OTHER SCENARIOS

9.01 General. These are alternate games, representing different possible battles.

9.02 Victory conditions. Unless specific victory conditions are given in a scenario, the players should work out their own victory levels before beginning play, by analogy with the victory conditions given for the basic scenario (see Section 1.03).

9.03 Mark III on defence. The defending player takes one Ogre Mark III (anywhere in the obstructed area), and 12 armour units and 15 points of infantry (behind the line). The attacker takes an Ogre Mark V.

9.04 Mark IIIs attacking. Substitute two Mark IIIs for the Mark V in the advanced scenario, and give the defender two more armour units. (This makes a good three-player game.)

9.05 Ogre defending. Reverse the roles. The attacker takes a standard-unit force from the basic or advanced scenario and enters the bottom of the map to destroy a command post guarded by a “watchdog” Ogre and a conventional force equivalent to half the attacking force.

9.06 Duel. This scenario uses no command posts or other units. It is simply a combat between Ogres; the size of the forces depends on how many players are available and how many Ogres each controls. Combat may be two-way, three-way, four-way, etc. The object is to eliminate the enemy and survive.

9.07 Improvisation. Enough counters have been provided to allow not only variations on the scenarios above, but also wholly new battles using both conventional forces and Ogres on each side. No scenarios for such combat are given here – but if you want to set up your own, we've given you the extra units to do it.

Metagaming will be interested in hearing from gamers who design balanced scenarios for OGRE. New scenarios, descriptions of play (factual or fictionalised), comments on play, and suggestions for optional rules have all appeared in *The Space Gamer*, and new contributions along these lines will be considered for publication.

FORMAT FOR OGRE RECORD SHEETS

MARK V

6 Missiles (6/5; D3)	0 0 0 0 0 0
2 Main Battery (4/3; D4)	0 0
6 Secondary Battery (3/2; D3)	0 0 0 0 0 0
12 Antipersonnel (1/1 against infantry or CP only; D1)	0 0 0 0 0 0 0 0 0 0 0 0
60 Tread Units	
00000 00000 00000 00000 (Movement drops to M2)	
00000 00000 00000 00000 (Movement drops to M1)	
00000 00000 00000 00000 (Movement drops to M0)	

MARK III

2 Missiles (6/5; D3)	0 0
1 Main Battery (4/3; D4)	0
4 Secondary Battery (3/2; D3)	0 0 0 0
8 Antipersonnel (1/1 against infantry or CP only; D1)	0 0 0 0 0 0 0 0
45 Tread Units	
00000 00000 00000 (Movement drops to M2)	
00000 00000 00000 (Movement drops to M1)	
00000 00000 00000 (Movement drops to M0)	

Make one record sheet for each Ogre.

The circles after each weapon type represent the number of such weapons the Ogre has at the beginning of the game; that is, a Mark V begins with two main battery guns, six missiles, etc. Check off a gun when it is destroyed, a missile when it is destroyed or when it is fired, and the proper number of tread units – that is, the same number as the attacker's attack strength – when an attack on treads gets an 'X' result. Thus, the record sheet will always reflect the combat status of the Ogre.

The numbers in parentheses after the Ogre weapons correspond to the attack and defence factors on standard counters. For instance, a main battery gun (4/3; D4) has an attack strength of 4, a range of 3 hexes, and a defensive strength of 4 when fired upon. The D3 defence strength of a missile is its strength *before* firing. Once a missile is fired, it cannot be attacked – but it can be attacked before it fires, hence the defence strength.

COMBAT RESULTS TABLE

Combat odds					
Die roll	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 ratios are always rounded off in favour of the defending unit. Attacks at less than 1 to 2 are always NE. Attacks at 5 to 1 or better are an automatic X.

Explanation of CRT Symbols

NE: "no effect." The unit attacked is undamaged.

D: Four possible results, depending on the unit attacked.

- An *Ogre* is undamaged.
- An *infantry* unit has its strength reduced by 1.
- An *armour* unit is *disabled*. The counter is flipped over; it can neither move nor fire next turn. An armour unit remains disabled until the *end* of the enemy's *next* combat phase.
- A *disabled armour* unit is destroyed if it receives a second 'D' result.

X: Two possible results, depending on the unit attacked.

- If the unit attacked is an *Ogre*, the part of the *Ogre* that was attacked is destroyed, and should immediately be checked off the *Ogre* record sheet..
- If the defender is any other unit, it is eliminated and removed from the map.

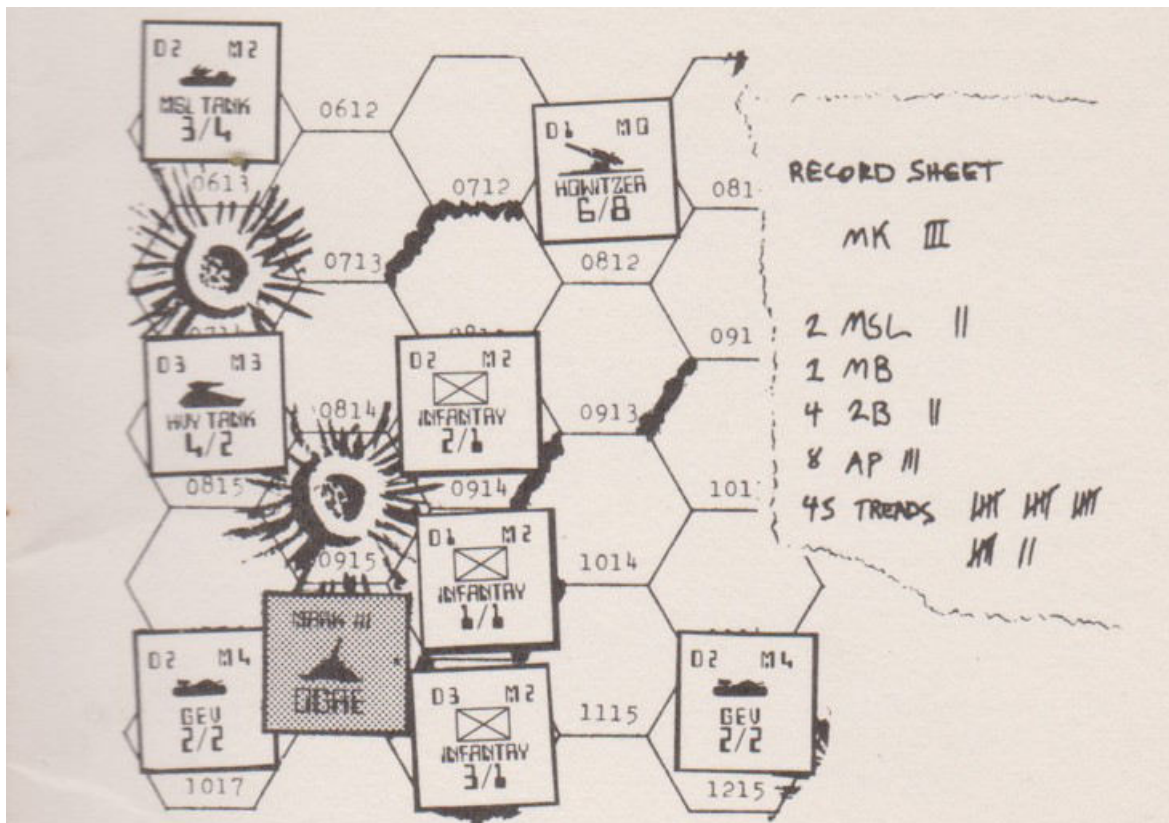
Terrain effects

Terrain Type	Unit Type				
	Ogre	Heavy Tank	Missile Tank	GEV	Infantry
Clear	No effect	No effect	No effect	No effect	No effect
Crater	Impassible	Impassible	Impassible	Impassible	Impassible
Rough (Hex edge)	No effect	Impassible	Impassible	Impassible	No effect
OGRE lettering	No effect	No effect	No effect	No effect	No effect

Crater splash marks do not affect movement.

Terrain does not affect combat: units may fire over craters and rubble.

ILLUSTRATION



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 2 secondary battery guns, 3 antipersonnel weapons, and 22 tread units – so it is down to 2 movement points. If it is the OGRE's fire phase, it could (for instance) fire the main battery against the GEV at 1215 (2 to 1), one secondary on the heavy tank (1 to 1), one secondary on the GEV at 1017 (1 to 1), 3 AP on the infantry 3 (1 to 1) and 2 AP on the infantry 1 (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 at 1017 (3 to 1) and then, if it wished, fire on that same 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 at 1017 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 infantry at 0914 and the GEV at 1215 are out of range and cannot fire.

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

If it is the beginning of the OGRE's movement phase, it could go to 0815 (ramming the heavy tank), 0914 (running over two infantry units) or any other non-crater hex within two of its present position.

This is the first in a new series – Microgames. Small in format but big in play value, Microgames are for the person who enjoys games but doesn't want to spend a lot of money – or spend all day playing.

But Microgames aren't kid stuff. They're challenging, fast-moving, and fun. When you finish one game, you'll want to play more ... and you'll have the time to do it.

Check out the Microgames. You may find you're getting *more* play for *less* money.



The command post is well guarded. Tanks, armed hovercraft, missile cannon, infantrymen in powered armour – all with one mission: to defend that vital spot. And your job is to go in and destroy it. Alone.

But when those defenders see you, they'll wish they were somewhere else. Because you're not a man. You're a thinking machine – the deadliest device on any battlefield.

You're the OGRE.

OGRE is a tactical ground combat game set in the next [21st] century. In 2085 A.D., armoured warfare continues – faster and deadlier than ever. Hovercraft, tanks, and powered infantry slug it out with tactical nuclear devices. But the most feared weapon of all needs no human guidance. It's the giant cybernetic tank called the Ogre.

The basic version of OGRE gives one player a force of infantry and armour, and a command post he must defend. The other player has only *one* unit – but it's an Ogre. It's an even match.

Advanced games allow solitaire or multi-player action – with Ogres on *both* sides. Optional rules include concealed units, mines, and self-destruct.

Game components include 8¼" by 14" play map, 112 unit counters, and illustrated rule booklet.



If you enjoy OGRE, watch for G.E.V. - a game of high-speed city assault in the year 2085. You can play G.E.V. on its own ... or combine it with OGRE. Available in mid-1978 from Metagaming.