

OGRE[®]

CHEAT SHEET

THE BEST INTRODUCTION TO WARGAMING SINCE 1977.

STAT REFERENCE

Attack (ATK): Offensive strength.

Range (RNG): Distance from which you can attack, measured in hexes.

Move: Distance in hexes the unit may move per turn; GEVs may move twice – once before the combat phase, and once after.

Defense (DEF): Defensive strength.



MOVEMENT

- ▶ No two units may occupy one hex. Exception: Up to three points of infantry may occupy one hex.
- ▶ Friendly units may move through an occupied hex, as long as they end their movement without violating stacking limits.
- ▶ Only Ogres and infantry may move over ridges.
- ▶ No one, not even the Ogre, can enter a crater hex.

PLAYING THE OGRE

- ▶ Cross out your guns and treads when the defenders destroy them. An Ogre is destroyed when it loses all its guns and all its treads.
- ▶ Antipersonnel weapons work only against infantry and the Command Post.
- ▶ You may fire each missile only once; then they're spent. Cross them out on your record sheet.
- ▶ Tips: Use all your weapons every turn! Combine attacks to ensure at least 1-1 odds for each attack. Remember you can ram, too!

COMBAT RESULTS TABLE

- ▶ Combat is resolved by comparing the total ATK of the attacking units to the DEF of the target; round the ratio in the target's favor.
- ▶ Once you have the ratio, roll one die, and use the Combat Results Table for results.
- ▶ Attacks at 5-to-1 or greater automatically get an "X."
- ▶ Attacks at less than 1-to-2 have no effect.
- ▶ Any attack against an Ogre's treads is 1-1; if the attack roll shows an X on the Combat Results Table, you destroy treads equal to the attack's power. You can't combine attacks against treads.

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

Results

- ▶ "NE" – No effect.
- ▶ "D" – No effect on Ogres. Infantry loses a point of strength. Healthy armor units are disabled. Disabled units are destroyed.
- ▶ "X" – An Ogre weapon is destroyed. An armor unit is destroyed. All infantry within the hex are destroyed.

START WITH THIS!



ADD SCENARIOS!



RAMMING

- ▶ Armor units and the Ogre may ram each other by moving into the other's hex. An Ogre may ram no more than twice per turn.
- ▶ Armor units are always destroyed when they ram an Ogre.
- ▶ An armor unit that is rammed by an Ogre is disabled on a die roll of 1-3 and destroyed on a die roll of 4-6. If the armor unit is not destroyed, the Ogre may choose to spend another movement point, stay in the hex, and ram again. Ramming automatically destroys Howitzers and CPs.
- ▶ The Ogre loses one tread unit when ramming, or being rammed by, a Missile Tank, GEV, Howitzer, or the D1 CP; it loses two tread units for ramming or being rammed by a Heavy Tank.
- ▶ Infantry may not be rammed but an Ogre may reduce it by moving into a hex containing infantry, as long as it still has AP weapons. The infantry are reduced by one squad. The Ogre may choose to spend another movement point, stay in the hex, and reduce the infantry by another squad. An Ogre without AP guns may not reduce infantry in this manner. This does not count as an "attack" by the AP weapons.

PLAYING THE DEFENDERS

Infantry (INF)

Strengths: Effective in the end game

Weaknesses: Slow, short range, only moderate attack

GEV (GEV)

Strengths: Double move

Weaknesses: Weak attack and short range

Heavy Tank (HVY)

Strengths: Highest attack-to-cost ratio of the basic units, good defense

Weaknesses: Range

Missile Tank (MSL)

Strengths: Range

Weaknesses: Speed

Howitzer (HWZ)

Strengths: Very high range and attack

Weaknesses: Immobile, costly, low defense

Tips: If the Ogre is moving quickly toward the Command Post, try to destroy its treads to slow it down. If it's going for destruction, take out the Main Battery and then harass it with GEVs.

Remember: The Ogre is considered, for attack range purposes, to be located only in the front hex occupied by the model.

TURN SEQUENCE

Recovery Phase: Recover all of your units that were disabled by combat before your previous turn.

Movement Phase: Move all nondisabled units, resolving rams as needed.

Combat Phase: Fire with all nondisabled units.

Second Movement Phase: Move each nondisabled GEV again. Repeat these phases for each player; then start over.

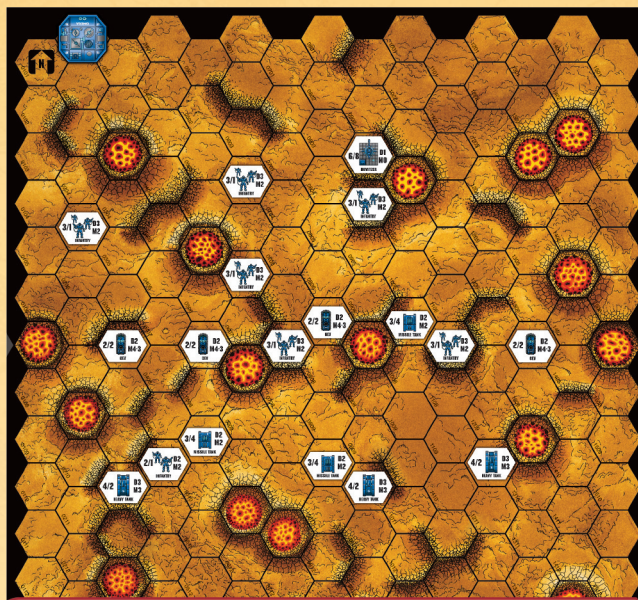
BASIC SCENARIO SETUP

Defenders:

- ▶ Set up first.
- ▶ You get 20 squads of infantry, and 12 armor units (Howitzers count as 2 each).
- ▶ Place up to 20 points of ATK strength between the gray arrows; place everything else north of this region.
- ▶ Put your Command Post anywhere – but farther north is safer.

Ogre:

- ▶ Move first.
- ▶ Use the Mark III.
- ▶ Enter anywhere on the southern edge of the board.
- ▶ Move up to three hexes on your first turn. The entrance hex is your first hex.



DEFENSIVE SETUP

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

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#PLAYOGRE