

Ogre CRT - No Math Version

		Attacker Strength																								
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	
Defense Strength	1	Light Green	Cyan	Yellow	Red	Black	Black	Black	Black	Black	Black	Black	Black	Black	Black	Black	Black	Black	Black	Black	Black	Black	Black	Black	Black	Black
	2	Pink	Light Green	Light Green	Cyan	Cyan	Yellow	Yellow	Red	Red	Black	Black	Black	Black	Black	Black	Black	Black	Black	Black	Black	Black	Black	Black	Black	Black
	3	White	Pink	Light Green	Light Green	Light Green	Cyan	Cyan	Cyan	Yellow	Yellow	Yellow	Red	Red	Red	Black	Black	Black	Black	Black	Black	Black	Black	Black	Black	Black
	4	White	Pink	Pink	Light Green	Light Green	Light Green	Cyan	Cyan	Cyan	Cyan	Yellow	Yellow	Yellow	Yellow	Red	Red	Red	Red	Black	Black	Black	Black	Black	Black	Black
	5	White	White	Pink	Pink	Light Green	Light Green	Light Green	Light Green	Light Green	Cyan	Cyan	Cyan	Cyan	Cyan	Yellow	Yellow	Yellow	Yellow	Yellow	Red	Red	Red	Red	Red	Red
	6	White	White	Pink	Pink	Pink	Light Green	Light Green	Light Green	Light Green	Light Green	Light Green	Cyan	Cyan	Cyan	Cyan	Cyan	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Red
	7	White	White	White	Pink	Pink	Pink	Light Green	Light Green	Light Green	Light Green	Light Green	Light Green	Light Green	Light Green	Cyan	Cyan	Cyan	Cyan	Cyan	Cyan	Cyan	Yellow	Yellow	Yellow	Yellow
	8	White	White	White	Pink	Pink	Pink	Pink	Light Green	Light Green	Light Green	Light Green	Light Green	Light Green	Light Green	Light Green	Light Green	Cyan	Cyan	Cyan	Cyan	Cyan	Cyan	Cyan	Cyan	Yellow
	9	White	White	White	White	Pink	Pink	Pink	Pink	Pink	Light Green	Light Green	Light Green	Light Green	Light Green	Light Green	Light Green	Light Green	Light Green	Cyan	Cyan	Cyan	Cyan	Cyan	Cyan	Cyan
	10	White	White	White	White	White	Pink	Pink	Pink	Pink	Pink	Light Green	Light Green	Light Green	Light Green	Light Green	Light Green	Light Green	Light Green	Light Green	Light Green	Cyan	Cyan	Cyan	Cyan	Cyan
	11	White	White	White	White	White	White	Pink	Pink	Pink	Pink	Pink	Light Green	Light Green	Light Green	Light Green	Light Green	Light Green	Light Green	Light Green	Light Green	Light Green	Light Green	Light Green	Light Green	Light Green
	12	White	White	White	White	White	White	White	Pink	Pink	Pink	Pink	Pink	Pink	Light Green	Light Green	Light Green	Light Green	Light Green	Light Green	Light Green	Light Green	Light Green	Light Green	Light Green	Light Green
	13	White	White	White	White	White	White	White	White	Pink	Pink	Pink	Pink	Pink	Pink	Light Green	Light Green	Light Green	Light Green	Light Green	Light Green	Light Green	Light Green	Light Green	Light Green	Light Green
	14	White	White	White	White	White	White	White	White	White	Pink	Pink	Pink	Pink	Pink	Pink	Light Green	Light Green	Light Green	Light Green	Light Green	Light Green	Light Green	Light Green	Light Green	Light Green
	15	White	White	White	White	White	White	White	White	White	White	Pink	Pink	Pink	Pink	Pink	Pink	Light Green	Light Green	Light Green	Light Green	Light Green	Light Green	Light Green	Light Green	Light Green
	16	White	White	White	White	White	White	White	White	White	White	White	Pink	Pink	Pink	Pink	Pink	Pink	Light Green	Light Green	Light Green	Light Green	Light Green	Light Green	Light Green	Light Green

NE = No Effect; X = Destroyed (*Hulk in Ogre Miniatures*); XX = Destroyed (*No Hulk in Ogre Miniatures*);
D = Disabled:
• Eliminate a 1 Strength Infantry or Reduce Infantry Strength by 1;
• Disable an Armor Unit or CP with a D1 or better; An already Disabled unit is destroyed if it receives a 2nd 'D' result; A D0 unit is Destroyed;
• No Effect vs. an Ogre.

≥ 5:1

X

4:1

1 = D
2 = X
3-6 = XX

3:1

1, 2 = D
3 = X
4-6 = XX

2:1

1 = NE
2-3 = D
4 = X
5-6 = XX

1:1

1, 2 = NE
3, 4 = D
5 = X
6 = XX

1:2

1-4 = NE
5 = D
6 = X

<1:2

NE