

# OGRE<sup>®</sup>

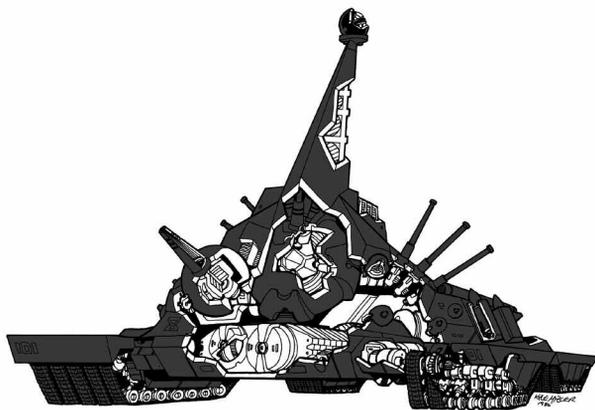
## SCENARIO BOOK 1

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# STEVE JACKSON GAMES

# 0.1 INTRODUCTION

**0.11 Overview.** All scenarios in this book were created in response to the joint Steve Jackson Games/Wounds Unlimited *Ogre* Scenario Design Contest. The winner of the contest, “Hammer and Anvil” by Alvin Helms, appears as the first chapter of this book. However, so many good ideas were submitted that we picked six more of the best and compiled them. All scenarios have been edited for use by both miniatures and tabletop gamers.

**0.12 Necessary materials.** The amount of required materials was kept to a minimum. In most cases the basic game, *Ogre/G.E.V.*, supplies all maps and counters necessary for the boardgame scenarios. For miniatures scenarios, *Deluxe Ogre* and *Deluxe G.E.V.* can provide the required units. Units from the various supplements and company sets will add complexity, and may be necessary for some of the variations, but are not necessary to enjoy most of the basic scenarios.

**0.13 Rules.** These scenarios, unless specifically stated otherwise, use the *Ogre* rules found in *Ogre/G.E.V.* and *Deluxe Ogre*.

# 0.2 SETUP

**0.21 Armor points.** The scenarios in this book use the “point-buy system” to build the forces involved in the battle. While this should be familiar to miniatures fans, players of the boardgame version of *Ogre* should know that a normal “armor unit,” such as a heavy tank or a GEV, costs 6 points. Units worth two armor units, such as a howitzer or a superheavy tank, can be purchased for 12 points. A unit that is worth one-half an armor unit, such as a light GEV or light tank, can be purchased for 3 points. Infantry squads are worth 2 points each, and are purchased with the same points as all other units.

**0.22 Victory points.** The victory point values of units are, in most instances, identical to their costs in the point-buy system. However, VPs also recognize units that have little direct use in combat but are tactically significant. For instance, a command post costs no points, yet victory points may be awarded to the player who destroys it. Victory points also are used to reward certain actions dictated by the particular scenario. The destruction of an *Ogre*’s main battery or the successful escape of a certain unit can garner victory points, for example.

# 0.3 GAME PLAY

**0.31 Strategy.** The strategies provided are aimed at newer players to steer them away from common mistakes. A more experienced wargamer could fill pages with ideas and advice on winning both sides of any given scenario. Hopefully, the guides will help even the playing field.

**0.32 The “Fuzzy Wuzzy” effect.** One of the greatest dangers to an *Ogre* is the “Fuzzy Wuzzy” effect, described in *The Ogre Book* under “Ogres and the Fuzzy Wuzzy Fallacy” by Lawrence Duffield. It is an extremely effective tactic, but one that is unrealistic in an advanced military. To counter the temptation of this strategy, we recommend limiting amount of points spent on identical units to no more than 25% of total points spent.

# ABOUT OGRE

*Ogre* and its sequel, *G.E.V.*, have spawned a number of supplements, including *Shockwave*, *Ogre Reinforcement Pack*, *Battlefields*, and *The Ogre Book*, as well as *Battlesuit*, *GURPS Ogre*, *Ogre Miniatures*, *Deluxe Ogre*, *Deluxe G.E.V.*, and too many sets of miniatures to list.

Steve Jackson Games is committed to full support of *Ogre* and its related games. Our address is SJ Games, Box 18957, Austin, TX, 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources now available include:

*Pyramid* ([www.sjgames.com/pyramid/](http://www.sjgames.com/pyramid/)). Our online magazine includes new rules and scenarios for *Ogre*. *Pyramid* subscribers have access to playtest files online, to see (and comment on) new books before they’re released.

*New supplements and scenarios.* *Ogre* continues to grow, and we’ll be happy to let you know what’s new. A current catalog is available for an SASE. Or check out our website (below).

*Errata.* Everyone makes mistakes, including us – but we do our best to fix our errors. Up to date errata sheets for all *Ogre* releases, including this book, are always available from SJ Games; be sure to include an SASE with your request. Or download them from the Web – see below.

*Q&A.* We do our best to answer any game question accompanied by an SASE.

*Gamer input.* We value your comments. We will consider them, not only for new products, but also when we update this book on later printings!

*Internet.* Visit us on the World Wide Web at [www.sjgames.com](http://www.sjgames.com) for an online catalog, errata, updates, and hundreds of pages of information. We also have online discussions on Yahoo.

The *Ogre* home page is [www.sjgames.com/ogre/](http://www.sjgames.com/ogre/). Please visit for scenarios, history, and other info on the *Ogre* universe.