

G U R P S[®]

OGRES[®]



THE WORLD IS AT WAR. THE OGRES ARE WINNING.

BY JONATHAN WOODWARD

STEVE JACKSON GAMES

THE LAST WAR

... where survival is a matter of luck, skill, and superior firepower.

The year is 2060, and the first fully cybernetic tank is rolling off the assembly line – and into a world at war. Tactical nuclear weapons scorch the forests of Europe. Rebellious cities burn. And the Ogres are here.

More than 25 yards long and bristling with high-tech weaponry, the Ogres are the last word in killing machines. They storm across battlefields, terrorizing friend and foe alike. And worse, some are more than mere machines – some are *aware* . . .

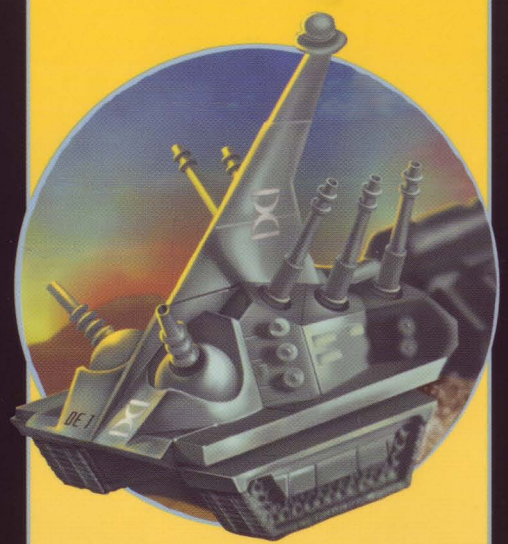
This book adapts the setting of the classic *Ogre* wargame into an exciting roleplaying universe. You can be a member of the ruthless armed forces of the late 21st century, a desperate survivor in a world where nuclear exchange is a way of life, or even an Ogre itself.

**Welcome to the Last War.
Wear your helmet.**



STEVE JACKSON GAMES

www.sjgames.com



GURPS Basic Set, Third Edition Revised is required to use this supplement in a **GURPS** campaign. **GURPS Compendium I: Character Creation** and **GURPS Vehicles** are strongly recommended. The setting presented in **GURPS Ogre** can be used with any game system.

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FIRST EDITION
PUBLISHED JULY 2000

ISBN 1-55634-417-1



9 781556 344176



5 1995

SJG01995 **6097**

Printed in the
U.S.A.

GURPS[®]

OGRE[®]

THE WORLD IS AT WAR. THE OGRES ARE WINNING.



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Based on *Ogre* and its sequels, by Steve Jackson

Author's Dedication: To Rich Dansky, who got me into this crazy business.

Thanks to Stephanie Clarkson, Carl Johan Freiler, Leonardo M. Holschuh, Phil Masters, Brian McCue, Hal Reed, and Bill "Crash" Yerazunis.
Special thanks to David Pulver, for answering a hundred *GURPS Vehicles* questions.

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ISBN 1-55634-417-1

1 2 3 4 5 6 7 8 9 10

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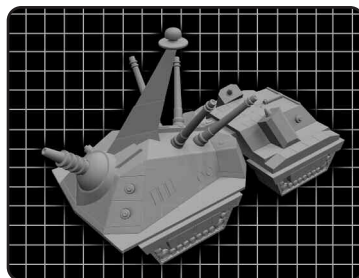
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ABOUT GURPS

Steve Jackson Games is committed to full support of the *GURPS* system. 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). Our online magazine includes new rules and articles for *GURPS*. It also covers the hobby's top games – *Advanced Dungeons & Dragons*, *Traveller*, *World of Darkness*, *Call of Cthulhu*, *Shadowrun*, and many more – and other Steve Jackson Games releases like *In Nomine*, *INWO*, *Car Wars*, *Toon*, *Ogre*, and more. And *Pyramid* subscribers also have access to playtest files online, to see (and comment on) new books before they're released.

New supplements and adventures. *GURPS* 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 Web site (below).

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata sheets for all *GURPS* 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.

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GURPSnet. Much of the online discussion of *GURPS* happens on this e-mail list. To join, send mail to majordomo@io.com with “subscribe GURPSnet-L” in the body, or point your World Wide Web browser to gurpsnet.sjgames.com/.

The *GURPS Ogre* Web page is at www.sjgames.com/gurps/books/ogre.

PAGE REFERENCES

See *GURPS Compendium I*, p. 181, for a list of abbreviations for *GURPS* titles, or for the most recent list, visit our Web site at www.sjgames.com/gurps/abbrevs.html.

Page references that begin with a B refer to the *GURPS Basic Set, Third Edition Revised*; e.g., p. B22 refers to page 22 of the *Basic Set*. CI refers to *GURPS Compendium I*, CII to *Compendium II*, RO to *Robots*, UT to *Ultra-Tech, Third Edition*, and VE to *Vehicles, Second Edition*. OGM refers to *Ogre Miniatures*.

> INTRODUCTION

The command post was well-guarded. It needed to be. The hastily constructed, unlovely building was the nerve center for Paneuropean operations along a 700-kilometer section of front – a front pressing steadily toward the largest Combine manufacturing center on the continent.

Inside the post, the mood was relaxed – except at one monitor station, where a young lieutenant watched a computer map of the island. A light was blinking on the nearby river. Orange: something was moving, out there where nothing should be.

The lieutenant hit a key, and an image appeared . . . something rising from the river like the conning tower of an old submarine. A second before the whole shape was visible, he recognized it – but for that second he was frozen. And so 30 men with their minds on other things were suddenly brought to heart-pounding alert, as the lieutenant's strangled gasp and the image on his screen gave the same warning . . .

“Ogre!”

More than 20 years ago, Steve Jackson's first design hit the market. The original *Ogre* was a clean, small wargame which presented a dark vision of a nuclear future. A small force of tanks, hovercraft, and battle-suited infantry were placed in the path of a nearly unstoppable cybernetic juggernaut. Atomic-powered and atomic-armed, the *Ogre* had arrived.

In the decades since, half a dozen supplements, spin-offs, and sequels have expanded the popular *Ogre* world. With this book, *Ogre* becomes a roleplaying universe, turning the faceless “1/1” squads of infantry from the wargame into player characters. The world is at war. The Ogres are here. Try to survive.

ABOUT THE AUTHOR

Jonathan Woodward is a part-time freelance writer and full-time computer professional. He is co-author of several books for White Wolf Publishing's *Trinity* science-fiction roleplaying game. This is his first book for Steve Jackson Games. In addition to roleplaying, he is an amateur cartoon historian and a ruthless comic-book annotator. As a former Army Reservist, he finds the notion of being sent up against an *Ogre* personally terrifying. He lives in Massachusetts with the obligatory cat.

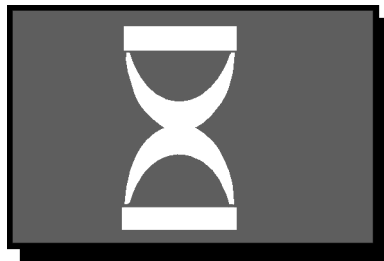
ABOUT OGRE

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* (infantry battles in a different scale than the original game), *Ogre Miniatures* (providing rules to play using miniatures figures), and this book.

For the entire history of this classic game, visit the official *Ogre* Web site at www.sjgames.com/ogre/. It's full of scenarios, history, and other info on *Ogre* and the *Ogre* universe.

THE COMBINE

Throughout the 21st century, the North American Combined States is inarguably the most powerful political entity on the planet. Its homeland of North America remains unscathed by the Last War while it routinely strikes at the Paneuropean heartland. In the entire Western Hemisphere, only a handful of nations dare to defy it.



GEOGRAPHY

Legally, the North American Combined States includes Canada, the USA, Mexico, and the Central American nations south through Panama. Cuba, the Caribbean nations, and Bermuda are all puppet governments to one extent or another; the Combine's rigid societal controls do not extend to them as long as they remain obedient. The Pacific-coast South American nations similarly become puppet governments in the 2080s. Greenland is considered a puppet by both the Combine and Paneurope, and is mostly ignored.

The United Kingdom, Australia, and New Zealand are allies to varying degrees. The U.K. is afraid of the Paneuropeans and welcomes Combine influence. Australia treasures its independence. New Zealand provides well-trained troops, but little else.

The Combine has control over various parts of Africa, South America, and small portions of Europe during various parts of the Last War. These are rarely more than occupied territories. The degree to which the Combine imposes its "standardization" on these areas varies; so long as the occupying troops aren't getting shot in the streets, the Combine is willing to take its time integrating the outer reaches of its empire.

GOVERNMENT

The Combine Council started with limited powers to administer the mutual-defense treaty between the U.S., Canada, and Mexico. But by the time of the Last War, the Council is made up of the agents of corporate magnates, who use bribery and blackmail to ensure that people they control are on the Council and then turn their influence to increasing public support for the Council. The Council's "recommendations" are enacted by the individual national governments. Recalcitrant public officials find themselves blackmailed in private and vilified by the media in public. Many of the Council's recommendations, of course, give the Council more "above-board" power.

The Council comprises 60 men and women, appointed by the member nations in proportion to their population, with a minimum of one representative per nation. This gives the U.S. a majority, with Mexico holding another quarter of the seats and the rest divided among Canada and the Central American nations. Councilors hold their seats until their governments decide to replace them. The First Councilor throughout most of the Last War, Donald Georgiadis, held his seat from 2066 to 2085.

ALTERNATE COMBINES

The Combine as presented here is good to its citizens so long as they don't step out of line, but the tenor of the Combine can be easily changed to suit your campaign. The "Dark" Combine strongly resembles Orwell's *Nineteen Eighty-Four*, with strict rationing and everyone's thoughts scrutinized for treason 24 hours a day. The "Light" Combine eliminates restrictions on speech, gatherings, and weapons, the unification of North America for mutual defense no longer represents a loss of national identity, and the central economic controls are recognized as beneficial by all.

No NUKES?

With the notable exception of India and Pakistan (see p. 32), the nations of the world rarely use long-range strategic nuclear weapons. This seems nonsensical with battlefield nukes in daily use, but the first thing to note is that most battlefield weapons are both *clean* and *small*. SATNUCs and micronukes produce 1/100th the residual radiation of equivalent 20th-century weapons. They are used with as much precision as possible, and most militaries go out of their way to avoid civilian casualties. When larger weapons such as cruise missiles come into play, they are almost universally used against military targets: a laser tower, an Ogre, a command post. The roles for larger weapons – in the megaton range – are limited. The destruction of an entire city is rarely helpful because the enemy will just write it off and fall back. On the other hand, if you destroy only the key targets in a city – factories, supply depots, transportation hubs – the enemy will continue to defend the city and use up resources rebuilding it.

As to long-range ballistic missiles, they can be shot down hundreds of miles from their targets. Both sides maintain enormous surface-to-orbit laser cannons for shooting down observation satellites and incoming ICBMs. These weapons are too far from the front lines to be used for anything except defense, but they excel in preventing intercontinental attack.

After the Fall of Britain, the U.K. becomes a very different place. The flow of Combine funds stops dead, and the only money the Paneuropeans spend on the U.K. goes to more security, more restrictions, and more curfews. The government is replaced en masse with collaborators and Paneuropean “advisors.” The factories are stopped, bulldozed, and turned into farms whose production mostly goes over the Channel to feed Europe. Revolt against the new government is ongoing, but the only result is more controls and restrictions. This lasts until the collapse of Paneurope in 2093, when the U.K. again achieves independence.

THE PANEUROPEAN FEDERATION

Once again, it was the best of times. Paris was the center of the world, with all of Europe at her feet. Across the Rhine, in Berlin, the Kurfurstendam bustled long into the night, a dark and powerful consort to the City of Lights. Her reach stretched from Brittany to beyond the Urals, and from the Mediterranean to the frozen Arctic. Beneath the banner of the Paneuropean Federation, continental Europe was finally united, a commonwealth of many nationalities bound by chains of economy and security.

Paneurope is a state of contrasts. The gulf separating the very rich from the bourgeois and poor is deep. The economic magnates are the new aristocracy, their command of the European markets the only source of stability in an otherwise fragmented and stratified society. The political ministers surround them like barons about a royal court, and the machineries of destruction they produce are their knights and armies. Most of Europe works to support this nobility, as they have done for centuries past. And both leaders and people set great store in their own national identities, viewing each member nation as a unique link in a larger, stronger chain.

Riding a wave of growing conservatism, investments, and influence, the Catholic Church is stronger than ever, the state religion of Paneurope. Her influence is economic, political, and even military. A hundred years before, Stalin had asked derisively, “How many divisions does the Pope have?” In 2045, Rome housed three, including Magna Veritas, acknowledged as the continent’s elite. The battalion-strength Vatican Guard is the best of the best, each member individually drawn from across the Federation, with selection based on both combat skill and the strength of their religious devotion.

But some old conflicts are never forgotten. Federation units raised from the Balkans still remember their independence and the uninvited “stabilization” of their homelands. German Bundeswehr regiments distrust their counterparts from Moscow, who in turn fight first for Mother Russia. All fear the fanaticism of the Vatican divisions. The Ukrainian and Georgian Free States are technically independent allies of the Federation, but in truth, they are little more than agricultural slave territories, bound to the Paneuropean will. Despite attempts to bring all nations together under one flag, tensions still linger.

Yet where the Combine was born of standardization, Paneurope finds strength in its diversity.



BEING A PANEUROPEAN CITIZEN

The Paneuropeans are not homogeneous; each nation has retained its character. The few things they have in common include a fear of anarchy and loudly expressed anger toward the Combine for instigating the Last War. Paneuropeans are individuals who believe in heroes and the efforts of the one to help the many.

Residents of Paneuropean protectorates are worked hard. Some look forward to the day when their nation will become a full member of Paneurope so that they can oppress others. Some want to destroy Paneurope and all it stands for.

THE PANEUROPEAN FLAG

The flag of the European Union was 12 gold stars on a blue field. (The number of stars did *not* represent the number of member nations; it was considered “a perfect, balanced number.”) When the E.U. became the Paneuropean Federation, a Corinthian helm was added at the center, symbolizing mutual defense.

ALTERNATE PANEUROPE

Paneurope as it stands values diversity, but makes no effort to help the poor and has zero tolerance for anarchy. A “Dark” Paneurope can be positively feudal, with each protectorate nation the fiefdom of a corporate prince. Catholicism is the state religion of Dark Paneurope, enforced by the Ogres of the Vatican Guard. “Light” Paneurope has less poverty and fewer class distinctions. The protectorates are *real* protectorates, and the occupying Paneuro forces are peace-keepers in truth.

THE FREE STATES

The Free States are technically independent allies of the Federation, but in reality are simply protectorates under another name. The core members of the Free States are Ukraine, Georgia, and Azerbaijan. Armenia and Moldova were briefly members, but Paneurope annexed them as true protectorates in 2077.

(Note that this is a variant of the plasma torch presented in *GURPS Ultra-Tech 2*, used in settings where flamer technology is primitive. The standard TL9 plasma torch requires no gas supply.)

Fire Extinguisher: This sprays a fire-retardant foam that extinguishes 1 hex of fire on a roll of 1-4 on 1d at a 5-yard range. It holds 8 charges; a reload is \$12 and 1 lb.

3-Way Spray Tank: This is a more complex version of the spray tank from p. RO29. It has three separate, selectable tanks. Engineers usually carry water, slipspray (p. 66), and a corrosive (use the rules on p. VE122). Each tank holds 30 doses; one dose can coat a hex. It has a range of 10 yards. The 3-Way Spray Tank costs \$125, weighs 9 lbs., occupies 0.45 cf, and consumes negligible power.

PESA, Distortion Jammers, and Emission Cloaking: These technologies are described on pp. 103-104.

TYPICAL LOADOUTS

A trooper in a standard or command battlesuit will carry a 3mm gauss gun and a 100mm HEAT launcher. Rangers and marines may carry the same gear or equipment specialized for the mission. A trooper in an assault suit carries a 5mm heavy gauss gun and a 100mm HEAT launcher. A combat engineer will carry the same gear, some PLASTEX-B, some spare rope, tools, a power shovel, and possibly a satchel nuke. All soldiers carry an emergency survival kit (see p. 63).

These loadouts are just recommendations, and are neither restrictive nor exhaustive. Even the Combine allows battle-seasoned troops to use some judgment about what weapons suit them best.

A suit's computer has, at a minimum, Datalink (C1), Targeting +4 (C3), and a vehicle recognition manual, at a cost of \$3,200. Command and ranger suits sometimes also have Transmission Profiling (C3) for \$4,000.

STANDARD INFANTRY BATTLESUIT

This typical battlesuit can keep a soldier alive for days in a contaminated war zone, and provides him with formidable strength and defenses.

- **Subassemblies:** Two manipulator arms, two legs, limited-rotation turret, one pod (on back).
- **Propulsion:** 4 kW motive power leg drivetrain in legs. Ducted fan with 1,560 lbs. thrust in pod.
- **Arm Motors:** ST 50 motor per arm.
- **Battlesuit System:** Pilot weight 175 lbs., pilot occupies body, turret, arms, and legs.
- **Battlesuit Upgrades:** Complexity 3 suit computer, limited lifesystem with 6 hours air, NBC kit, trauma maintenance system, and 5 days provisions (in body). Provisions can easily stretch to 10 days if pilot goes on half rations.
- **Instruments and Electronics:** *Communicator:* Basic comsuite in body. *Sensors:* 10-mile PESA with Scan 17 in

turret facing forward. 2.5-mile PESA with Scan 13 in turret facing backward. *Electronic Countermeasures:* Distortion jammer (Jam rating 4) in body.

- **Power:** 10 kW NPU in body powers all systems except ducted fans, with 3.65 kW left for recharging energy banks (at 219 kW per minute). Lasts 1 year. *Energy Bank:* Rechargeable power cell #1 in pod stores 1,404,000 kW for ducted fans (1-hour flight duration). Rechargeable power cell #2 in body stores 150,000 kW for external weapons. Banks are cross-connected for emergencies.
- **Cargo Space:** 1 cf in each arm, 2 cf in body.
- **Volumes:** Body 7.2 cf, turret 1.0 cf, each arm 1.4 cf, each leg 2.4 cf, pod 3.7 cf.
- **Structure:** Heavy frame, advanced materials.
- **Hit Points:** Body 66 HP, turret 18 HP, each arm 48 HP, each leg 33 HP, pod 42 HP.
- **Armor:** Body and turret: PD 4, DR 100. Arms and legs: PD 4, DR 80. Pod: PD 4, DR 80.
- **Surface Features:** Sealed, basic emission cloaking, radiation shielding (PF 1,000).
- **Statistics:** Loaded weight 1,531 lbs. (including 150 lbs. of external weapons, 20 lbs. in cargo, and 175-lb. occupant). Empty weight 1,186 lbs. Loaded mass 0.77 tons. Suit volume 19.5 cf. Size modifier +1, body +0, turret -2, arms -1, legs -1, pod +0. Price \$329,870. HT 12.
- **ST and Reach:** Body ST 132, arm ST 50 each (reach 1, damage thr 5d+2, sw 8d-1).
- **Dimensions:** 2.5 yards tall, 1 yard wide and long.
- **Aerial Performance:** Flight-capable, can hover. Effective motive thrust 29 lbs. (assuming standard load). Lift ST 2. Aerodynamic drag 80. Speed 50 mph, aMR 4.5, aSR 3, Move 25.
- **Ground Performance:** Speed 18 mph, gMR 3, gSR 1, Move 9. Jump-capable.
- **AUCS Statistics:** aScan -8, aPSig -8.

RANGER BATTLESUIT

This is an improved version of the standard suit, using the same frame, outer shell, and many of the same components. The turret is slightly larger and the pod is bigger to house the more powerful ducted fans. The ranger suit is intended for raiding and reconnaissance, and has enhanced ECM features. Only the sections with changed stats are listed here.

- **Propulsion:** Ducted fan with 1,930 lbs. thrust in pod.
- **Instruments and Electronics:** *Sensors:* 20-mile PESA with Scan 19 in turret facing forward. 5-mile PESA with Scan 15 in turret facing backward. *Electronic Countermeasures:* Distortion jammer (Jam rating 6) in body.
- **Power:** 10 kW NPU in body powers all systems except ducted fans, with 2.15 kW left for recharging energy banks (at 129 kW per minute). Lasts 1 year. *Energy Bank:* Rechargeable power cell #1 in pod stores 3,474,000 kW for ducted fans (2-hour flight

- **Ground Performance:** Speed 90 mph. gAccel 6 mph/s. gDecel 20 mph/s. gMR 0.5. gSR 8. Moderate GP, 1/2 off-road speed.
- **AUCS Statistics:** aScan +1, aPSig -10.

MARK IV

Designed as a fast-strike Ogre, the Mark IV was part of a two-pronged Combine plan to improve on the Mark III. Rather than build one cybertank that would do everything, Combine planners designed the Mark IV for speed and long-range striking power and the Mark V as a slugger. The Mark V was essentially just an improved III or III-B, and passed its trials quickly. The Mark IV proved fragile at first, so it was not deployed until Mexico City in 2086 – which is why no Mark IV templates were captured at Sheffield. The Mark IV is bulkier than other Ogres with similar weapons arrays; the extra bulk is the enlarged fusion plant and drivetrain necessary to drive it at 60 mph off-road (30% faster than most Ogres).

- **Subassemblies:** Tracks (four, Trk), one main limited-rotation turret (Main), two secondary limited-rotation turrets (Sec1 and Sec2), eight antipersonnel full-rotation turrets (Ap1 through Ap8), three missile racks (Pod1 through Pod3), one superstructure (Tow).
- **Body Features:** 60 degree slope F, 30 degree slope B, L, R. Articulated.
- **Propulsion:** Tracked drivetrain with 220,000 kW motive power (HP 3,351, 220,000 kW).
- **Weaponry:** One main battery assembly (Main). Two secondary battery assemblies (Sec1 and Sec2). Eight antipersonnel battery assemblies (Ap1 through Ap8). Three Rattler launch racks (Pod1 through Pod3). Standard ammo loadout, including 15 Rattler missiles stored internally.
- **Instruments, Electronics, Miscellaneous:** Standard comm, sensors, nav, ECM (Bod). Advanced sensors (Tow). Ogre brain (Bod). Full fire suppression (Bod, HP 15).
- **Power:** 221,000 kW fusion reactor powers all systems but weapons (Bod, HP 1,712). 120,000,000 kW's rechargeable power cell powers weapons (Bod, HP 119).
- **Space:** *Access Space:* 18,021 cf (Bod). *Cargo Space:* 500 cf (Bod). *Empty Space:* 15,000 cf in tracks, 3.6 cf in tower.
- **Volumes:** Bod (86,347 cf). Trk (66,809 cf). Main (1,312 cf). Sec (512 cf each). Ap (62 cf each). Pod (480 cf each). Tow (20 cf). *Surface Area:* Bod 11,721, Trk 9,879, Main 719, Sec 384 each, Ap 94 each, Pod 368 each, Tow 44. Total area and structural area 24,987.
- **Structure:** Ultra-heavy, advanced, robotic. *Options:* Heavy compartmentalization for body. Improved suspension.
- **Hit Points:** Bod 140,652, Trk 29,637 each, Main 8,628, Sec 4,608 each, Ap 1,128 each, Pod 4,416 each, Tow 528.
- **Armor:** Advanced laminate (BPC) all over. *Body:* F PD 6, DR 14,000. B, R, L PD 5, DR 12,000. T PD 4, DR 16,000. U PD 4, DR 9,000. *Tracks:* PD 4, DR 3,000 all

over. *Tower:* PD 4, DR 3,000 all over. *Turrets and Pods:* As listed on pp. 91-92.

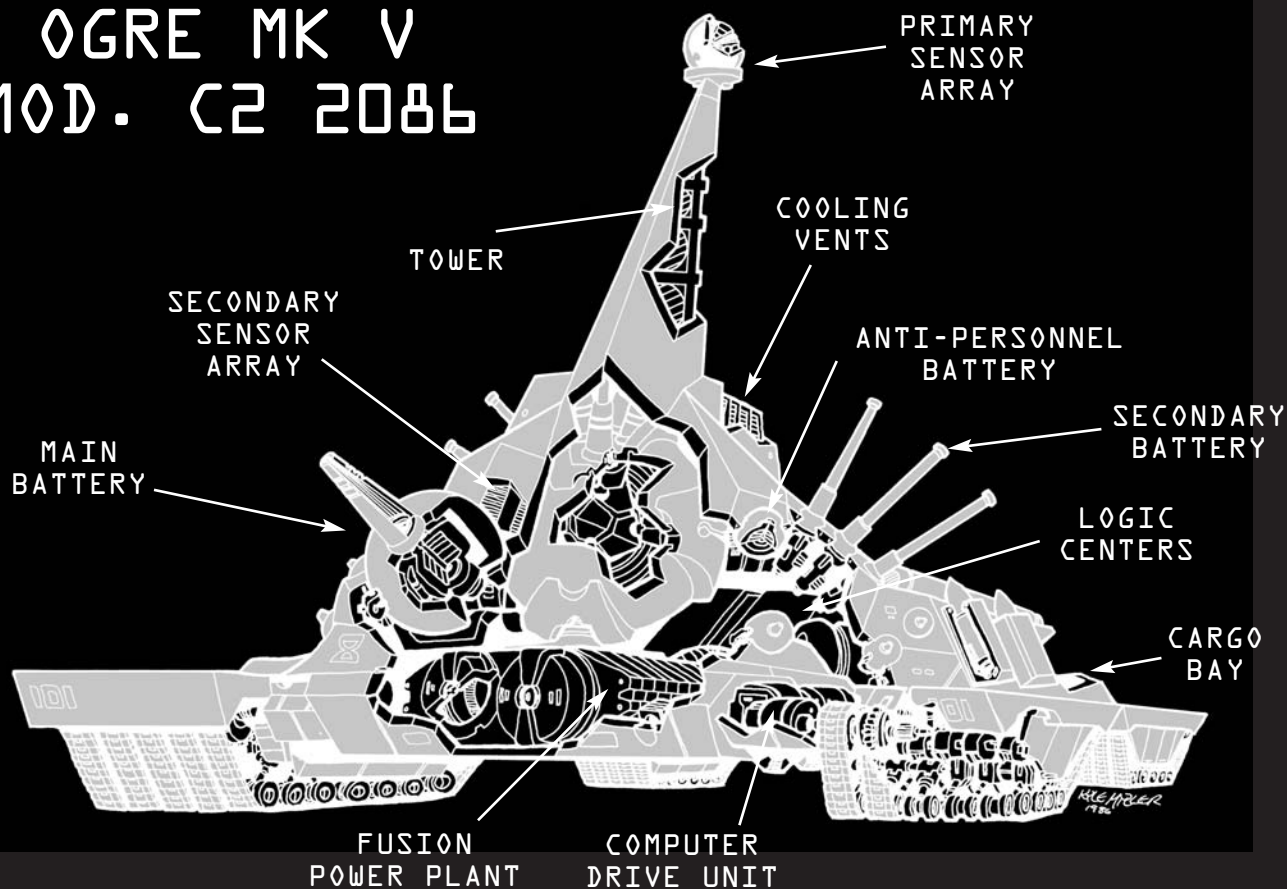
- **Surface Features:** Sealed, radical emission cloaking.
- **Statistics:** Empty weight 5,299,677 lbs. Payload up to 10,000 lbs. Loaded weight 5,309,677 lbs. (2,655 tons). Volume 157,448 cf. Size modifier +9. Cost \$864,232,129. HT 10.
- **Ground Performance:** Speed 120 mph. gAccel 7 mph/s. gDecel 20 mph/s. gMR 0.5. gSR 8. Moderate GP, 1/2 off-road speed.
- **AUCS Statistics:** aScan +1, aPSig -9.

MARK V/HUSCARL

Larger and more formidable than any of its predecessors, the Combine Mark V relegated the Mark III to a secondary role after it was introduced in 2076. Mark Vs did not appear in the Paneuropean line of battle until 2081. The templates at Sheffield had been damaged in the fight for the factory, so the Paneuropean Ogre development team chose to test their own Mark IIIs in battle before trying to get the Mark V on line. The rebuilt templates included several modifications and improvements; thus, while early Paneuropean Mark IIIs looked just like their Combine cousins, the Mark V variants produced at Stuttgart were distinctly different from any Combine unit (some versions dispensed entirely with the characteristic Ogre tower). Paneurope only produced Huscarls until 2089, when it was supplanted by the Doppelsoldner.

- **Subassemblies:** Tracks (four, Trk), two main limited-rotation turrets (Main1 and Main2), six secondary limited-rotation turrets (Sec1 through Sec6), 12 antipersonnel full-rotation turrets (Ap1 through Ap12), six missile pods (Pod1 through Pod4), one superstructure (Tow).
- **Body Features:** 60 degree slope F, 30 degree slope B, L, R. Articulated.
- **Propulsion:** Tracked drivetrain with 110,000 kW motive power (HP 1,981, 100,000 kW).
- **Weaponry:** Two main battery assemblies (Main1 and Main2). Six secondary battery assemblies (Sec1 through Sec6). 12 antipersonnel battery assemblies (Ap1 through Ap12). Six Rattler launch tubes (Pod1 through Pod6). Standard ammo loadout, including six Rattler missiles stored in tubes.
- **Instruments, Electronics, Miscellaneous:** Standard comm, sensors, nav, ECM (Bod). Advanced sensors (Tow). Ogre brain (Bod). Full fire suppression (Bod, HP 15).
- **Power:** 111,000 kW fusion reactor powers all systems but weapons (Bod, HP 1,140). 240,000,000 kW's rechargeable power cell powers weapons (Bod, HP 190).
- **Space:** *Access Space:* 9,221 cf (Bod). *Cargo Space:* 500 cf (Bod). *Empty Space:* 27,000 cf in tracks, 3.6 cf in tower.
- **Volumes:** Bod (47,300 cf). Trk (55,380 cf). Main (1,312 cf each). Sec (512 cf each). Ap (62 cf each). Pod (225 cf each). Tow (20 cf). *Surface Area:* Bod 7,847, Trk

OGRE MK V MOD. C2 2086



8,717, Main 719 each, Sec 384 each, Ap 94 each, Pod 222 each, Tow 44. Total area and structural area 22,810.

- **Structure:** Ultra-heavy, advanced, robotic. *Options:* Heavy compartmentalization for body. Improved suspension.
- **Hit Points:** Bod 94,164, Trk 26,151 each, Main 8,628 each, Sec 4,608 each, Ap 1,128 each, Pod 2,664 each, Tow 528.
- **Armor:** Advanced laminate (BPC) all over. *Body:* F PD 6, DR 16,000. B, R, L PD 5, DR 15,000. T PD 4, DR 18,000. U PD 4, DR 10,000. *Tracks:* PD 4, DR 3,000 all over. *Tower:* PD 4, DR 3,000 all over. *Turrets and Pods:* As listed on pp. 91-92.
- **Surface Features:** Sealed, radical emission cloaking.
- **Statistics:** Empty weight 4,679,456 lbs. Payload up to 10,000 lbs. Loaded weight 4,689,456 lbs. (2,345 tons). Volume 110,490 cf. Size modifier +9. Cost \$798,112,172. HT 9.
- **Ground Performance:** Speed 90 mph. gAccel 6 mph/s. gDecel 20 mph/s. gMR 0.5. gSR 8. Moderate GP, 1/2 off-road speed.
- **AUCS Statistics:** aScan +1, aPSig -9.

Steel Warrior (SAMURAI)

In the early 2080s, the Nihon Empire began fielding cybertanks loosely based on the Combine Mark V.

Roughly equivalent in power, the design was notably different, with the secondary batteries mounted on the rear deck. These Ogres were extremely effective during the rest of the Sino-Nihon war, particularly against the fake Chinese Dragon cybertanks.

The Samurai has two main batteries, six secondaries (which have the same range as the main), two missile racks with eight internal missiles, and 16 AP. Except for these changes, the stats for the Mark V may be used for the Steel Warrior, though parts are not interchangeable and there are many technological differences.

NINJA

Of the many experimental cybertanks designed by the empires of the 21st century, certainly the best known was the Combine's "Ninja." It was by far the most successful attempt at a "stealth" cybertank. How do you hide something the size of a small building? With *lots* of electronics. The Ninja traded offensive armament for speed, intelligence (all produced after 2087 were self-aware), and defensive electronics and weaponry. Probably fewer than a hundred were built; they were expensive, and not cost-effective in every role. But as sneaky raiders or tactical recon units, they were unmatched. Legends grew around the Ninja. It first appeared in Combine forces in 2080; there were no Paneuropean Ninjas.

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