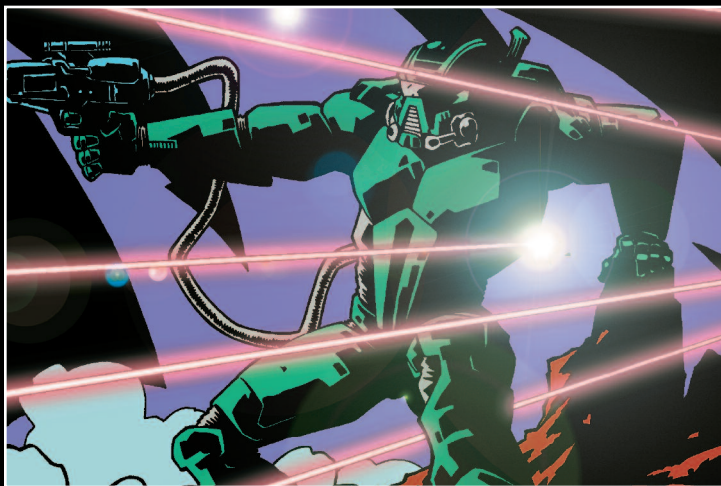


NEW MAPS AND SCENARIOS FOR  
G.E.V.<sup>®</sup> AND SHOCKWAVE<sup>™</sup>

**STEVE JACKSON** GAMES

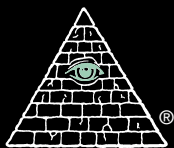
# NEW PLACES TO GO. NEW THINGS TO KILL.



*Battlefields* is a set of four new “geomorphic” maps designed to connect to the *G.E.V.* and *Shockwave* maps . . . making it possible to create maps over 2' by 3'!. You also get rules and counters for:

- Engineers. Build bridges and other structures . . . or blow them up.
- Revetments. Prepare defensive positions to increase the survivability of your force.
- Militia. The ultimate cannon fodder.

Also included are nine new scenarios and variants to let you fight the Last War across these new battlefields.



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*This is not a stand-alone game. You need the G.E.V. rules to play, and some scenarios assume you have Shockwave.*

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Printed in the  
U.S.A.

# BATTLEFIELDS

A SUPPLEMENT FOR *OGRE* AND *G.E.V.*

*Designed by Steve Jackson*

*Cover design by Philip Reed ● Back cover art by Zach Howard  
Print buying by Shawn Havranek ● Production by Russell Godwin  
Map design: S2 by Terry Hewitt, others by Steve Jackson  
Map graphics by Alex Fernandez based on art by Denis Loubet  
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*Playtesting, suggestions and comments: Henry Cobb, Jonathan Woodward, Paul Grogan, Richard Meaden, Philip Reed, Ben Kimball. Thanks also to the members of the Ogre Mailing List (ogre@sjgames.com).*

*Ogre, G.E.V., Shockwave, the distinctive likeness of the Ogre, and the all-seeing pyramid are trademarks or registered trademarks of Steve Jackson Games Incorporated. All rights reserved.*

## 1.00 INTRODUCTION

*Battlefields* is a supplement to *Ogre* and *G.E.V.*, with four new maps that geomorph with the existing ones. With the original *G.E.V.* and *Shockwave* maps, there are a total of six geomorphing maps available for *G.E.V.* games. This provides variety for quick games, and allows the creation of very large maps for long games. There are 288 ways to combine all 6 maps into a rectangle, either 1 x 6 (80" long!) or 2 x 3 (3 feet long by more than 2 feet wide). If you include duplicate maps, you can build a battlefield of any size you like . . .

In addition to these new maps, this set includes scenarios, new rules for militia and engineer units, and a sheet of counters.

## 2.00 COMPONENTS

**2.01 Game contents.** *Ogre Battlefields* includes this rules folder, four maps, and one 4" x 7" counter card containing 112 two-sided counters.

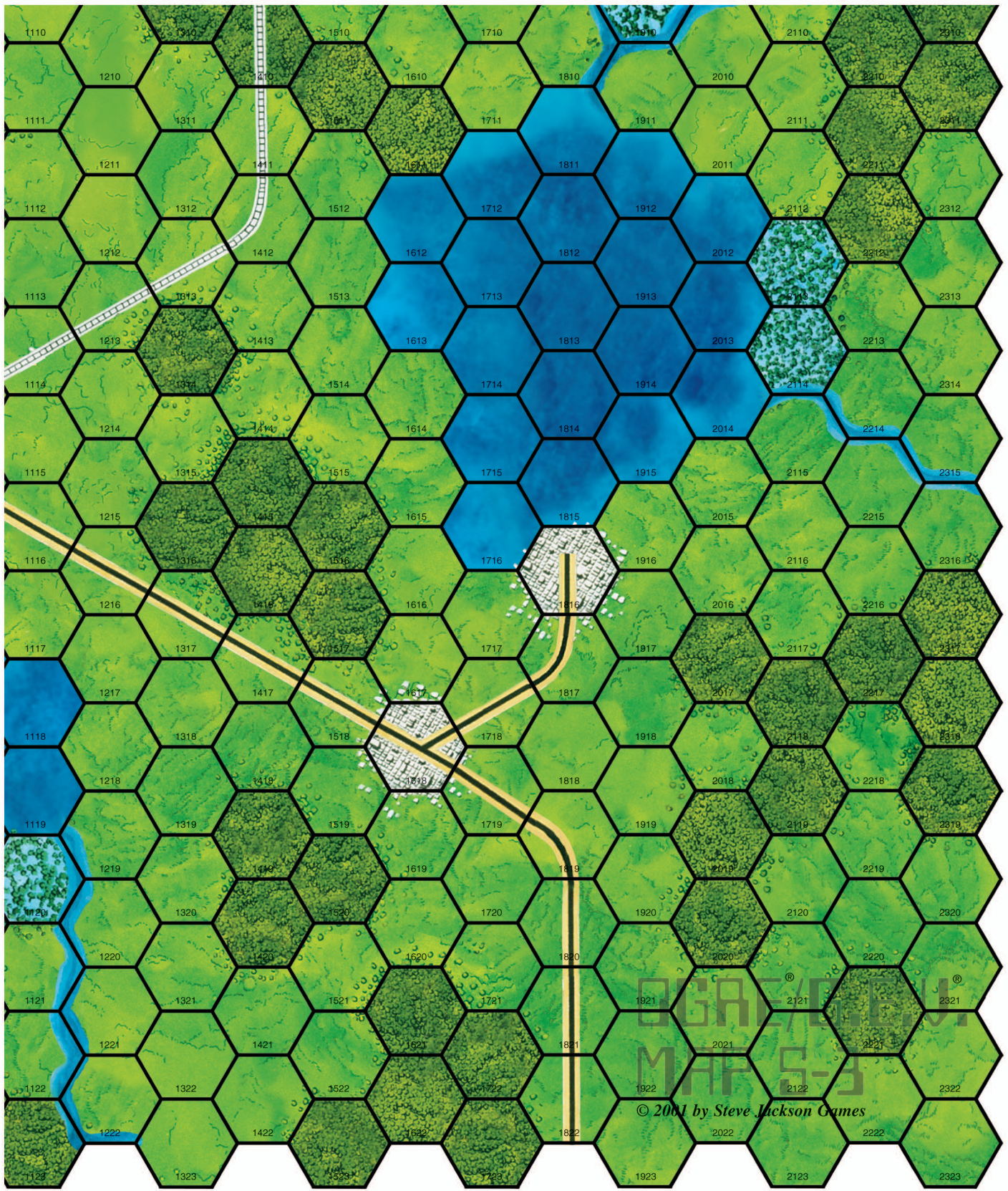
**2.02 Mapsheets.** This set includes four mapsheets. Two (designated G2 and G3) are geomorphically identical to the *G.E.V.* map. The other two (S2 and S3) are geomorphically identical to the *Shockwave* map. Any G map can be placed next to any S map; roads, waterways, etc., will connect. Use a removable tape such as drafting tape (which will peel up without tearing the paper) to fasten the maps down before play begins.

When maps are combined, they should be overlapped so that the half-hexes on the edge of the S map cover half of the edge row of hexes on the G map.

**2.021 Hex numbering.** In all scenarios, hex numbers are designated by a letter and number indicating the map, and four digits indicating the hex number. For instance, G1-1403 is hex 1403 on the original *G.E.V.* map. S3-1210 is hex 1210 on map S3, and so on.

If a scenario uses more than one instance of the same map, the first (northmost and westmost – that is, to the top and left) instance of each map is designated A, the second one B, and so on – so a typical hex designation might be G1A-1403.

**2.03 Counters.** Counters are given here for a variety of buildings in red and white (for more scenario flexibility); for the Paneuropean “Fencer” cybertank; for militia and engineer units, as described below; and for the revetments which can be built by engineers.



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