

OGRE[®]

DESIGNER'S EDITION

QUICK START RULES

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NOTES ON THESE RULES

These are the “quick start” rules for *Ogre Designer's Edition*. They are a subset of the main rulebook, to help you get started right away playing the *Mark III Attack* and *Mark V Attack* scenarios.

These rules follow the case numbering system used in the main rulebook. Rules which aren't needed for the starting scenarios have been omitted – which is why you'll see “missing” rule numbers. The missing sections can be found in the main rulebook.

When you're ready to play other scenarios, use the main rulebook, paying particular attention to the new rules for Superheavies, terrain, stacking, spillover fire, and overruns. Do not use the quick start rules. Even if certain sections look the same, they may be missing crucial information!

If you first enjoyed *Ogre* 20 or 30 years ago . . . I'm glad to see you back. If you're new, welcome to the world of *Ogre*!

– Steve Jackson



The cover of the first (1977) edition of *Ogre*, drawn by Winchell Chung. The game came in a sandwich bag and cost \$2.95. Both the map and counters were black and white.

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Technology governs strategy. The tank-type vehicle, written off by many at the end of the 20th century, ruled the battlefields of the 21st.

Several factors led to the reappearance of mechanized warfare. The first, of course, was the development of biphase carbide (BPC) armor. Stronger than any steel, it was also so light that even an air-cushion vehicle could carry several centimeters of protection. The equivalent of a ton of TNT was needed to breach even this much BPC armor – which meant that, in practice, nothing less than a tactical nuclear device was likely to be effective.

Infantry, which had for a time eclipsed the tank, declined in importance. Although an infantryman could carry and direct a tactical nuclear missile, he had to be extensively (and expensively) protected to survive the nuclear battlefield. Thus, the “powered suit” was developed. Four cm of BPC, jet-equipped, it could guard a man for about a week (in increasing discomfort) from shrapnel, background radiation, and biochem agents. However, the cost of equipping infantry reduced their value. They were still more flexible and maneuverable than armor, and now they were almost as fast – but they were no longer cheaper.

Long-range nuclear missiles, which had been expected to make a mockery of “conventional” operations, likewise declined in value as jamming technology and laser countermeasures improved.

Without satellite guidance, no missile could hit a less-than-city-sized target at more than 30 km . . . and no combatant could keep a spy satellite operational for over an hour. Missiles big enough to carry jam-proof guidance systems were sitting ducks for the big laser batteries – for, although lasers had proved too temperamental and fragile for battlefield use, they were fine as permanent AA units, defending rear areas.

Thus, the tank-type vehicle – fast, heavily armed and armored, able to break through enemy positions and exploit disorganization – returned to wide use. And, once again, planners fretted over priorities. More guns? More armor? More speed? Increase one, and lose on the others? Increase all, and build fewer units?

Some interesting compromises appeared. The 21st-century infantryman, especially with the later “heavy powered suit,” was a tank in his own right, at least by 20th-century standards. The armed hovercraft or ground effect vehicle (GEV), equipped with multileaf spring skirts for broken ground, could make 150 km/h on any decent terrain, and nearly 200 on desert or water. Conventional tanks were slower but tougher. All fired tactical nuclear shells.

The ultimate development of the tank-type weapon, though, was the cybernetic attack vehicle. The original tanks had terrorized unsophisticated infantry. The cybertanks terrorized *everyone*, and with good reason. They were bigger (up to 30 meters), faster (hovercraft models proved too vulnerable, but atomic-powered treads moved standard units at 90 km/h or better), and more heavily armed (some had firepower equal to an armor *company*). And two to three *meters* of BPC armor made them nearly unstoppable. What made the cybertank horrifying, though, was its literal inhumanity. No crew was carried; each unit was wholly computer-controlled. Although true artificial intelligence had existed (in deep secrecy) as early as 2010, and fully autonomous factories and military installations were in wide use by the middle of the century, the cybertanks were the earliest independent mobile units – the first true “robots.”

Once the first cybertanks had proved their worth, development was rapid. The great war machines aroused a terrified sort of fascination. Human warriors devoutly hoped never to confront them, and preferred to keep a respectful distance – like several kilometers – even from friendly ones. They were just too *big*.

One fact, more than anything, shows the troops’ attitude toward the cybertank. Unlike other war vehicles, they were never called “she.” Friendly units of the speaker’s acquaintance were “he”; others were “it.” And the term “cybertank” was rarely used. People had another name for the big war machines – one drawn from the early Combine units and, before that, from dark myth.

They called them Ogres . . .



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