

SHOCKWAVE

BY STEVE JACKSON



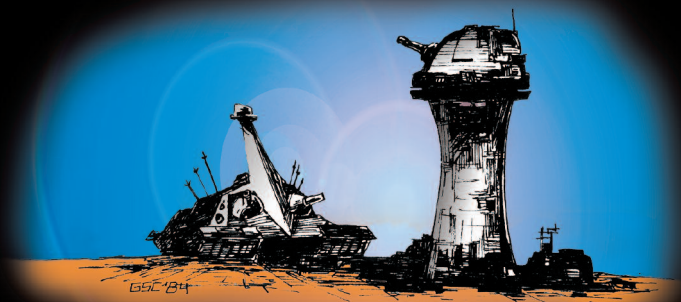
MAPS, NEW UNITS, AND SCENARIOS

FOR

OGRE/G.E.V.

STEVE JACKSON GAMES

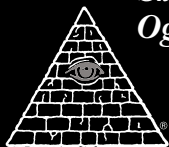
LASERS, NUKES, AND OGRES ...



Shockwave is a supplement for *Ogre/G.E.V.* It includes counters for a variety of new units; a 13" x 14-1/2" map that fits on any side of the *G.E.V.* map; and 12 scenarios.

New units in *Shockwave* include a devastating Cruise Missile (and a Laser Tower to shoot it down); three new types of G.E.V.; and the Superheavy Tank.

Shockwave is not a stand-alone game; *Ogre/G.E.V.* is required to play.



**STEVE
JACKSON
GAMES**

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SHOCKWAVE™

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

Designed by Steve Jackson

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Map production by Alex Fernandez • Print buying by Russell Godwin

Illustrated by Graham Chaffee

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***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

1.01 Background. *Shockwave* is a supplement for the games *Ogre* and *G.E.V.*, simulating tactical armor and infantry combat late in the 21st century. This supplement is *not* intended to stand by itself; players must already have either *Ogre* or *G.E.V.* (preferably both). *Shockwave* provides a new map, new units, and scenarios to utilize them. *Shockwave* is also a “scenario design kit”; the map and counters, especially when combined with *G.E.V.*, will provide material for the player himself to invent dozens of new scenarios.

1.02 Components. *Shockwave* includes this rules folder; two 4” x 7” counter cards, which should be cut apart to provide 224 counters; one 13” x 14-1/2” game map; and a ziplock bag for counter storage.

2.00 MAPSHEET

The *Shockwave* map may be used by itself. However, it is designed to fit any side of the *G.E.V.* map to produce a larger game area. In fact, since the maps fit together along any side, several *Shockwave* and *G.E.V.* maps may be combined to produce a map of any desired size. Use drafting tape (which will peel up without tearing the paper) to fasten the map(s) down before play begins. *Shockwave* maps are cut in the middle of hex-lines, and always overlap *above* *G.E.V.* maps.

3.00 COUNTERS

3.01 New units. Counters have been provided for five new types of armor unit, one new type of infantry, and two noncombatant units. All counters use standard *Ogre* terminology.

3.011 Light GEV (LGEV). This counter represents one lightly armed one-man hovercraft. It has an attack strength of 1, a range of 2, a defensive strength of 1, and a movement value of 4/3 (the same as a standard GEV). It is affected by terrain as though it were a standard GEV. When a player chooses units at the beginning of a scenario, each LGEV is worth 1/2 armor unit.

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