OGRE

SCENARIO BOOK 2

KICKSTARTER CONTEST WINNERS

STEVE JACKSON GAMES

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Game Design by Steve Jackson

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INTRODUCTION

In 2012, Steve Jackson Games made a foray onto Kickstarter to fund a deluxe version of the *Ogre/G.E.V.* game. This was not expected to be a huge undertaking; the pledge goal was only $20,000. It was simply a tribute by the designer to a game line that, although well loved, seemed to have run its course. What happened next might best be described as "catastrophic success." After $923,680 in pledges, 31 stretch goals achieved, and a Kickstarter record set, *Ogre Designer's Edition* was on its inexorable path to creation.

One of the 31 stretch goals was a scenario contest in which fans could submit their ideas; at least four of the submissions would be chosen for publication as a PDF. As with the campaign, the results were impressive! Scores of submissions were received. Instead of picking just four, *fourteen* scenarios were chosen for online posting, and now, publication.

Back in 2001, Steve Jackson Games released *Ogre Scenario Book 1* in response to a scenario design contest, showcasing seven fan-created scenarios. We are now pleased to present *Ogre Scenario Book 2* for your enjoyment, carrying on the tradition of honoring our fans who have supported us so well.

Ogre Designer's Edition contains all the maps and counters necessary for the following scenarios. Although units and overlays from the various sponsored counter sheets (see **sjgames.com/ogre/sponsored-counters**) will add complexity, and may be needed for a few of the scenario variations, they are not required to enjoy most of the options.

Unless the scenario's rules specifically state otherwise, players should use the ramming rules found in *Ogre Designer's Edition* section 6.00 for scenarios using the *Ogre* map. Likewise, for those scenarios using the *G.E.V.* maps, players should use the overrun rules found in *Ogre Designer's Edition*, section 8.00, unless specifically instructed otherwise.

This book is not to be considered canon for the *Ogre* universe. Some of these scenarios include rules, units, or timelines that aren't in full compliance with the official rules of the *Ogre Designer's Edition*. That's all right. Fans created these scenarios, and all our fans are encouraged to make *Ogre* their own. Sometimes departing from strict canon is a lot of fun!

ABOUT OGRE

Ogre and its sequel, *G.E.V.*, have spawned a number of expansions, including *The Ogre Book*, and ultimately, *Ogre Designer's Edition,* as well as other games in the *Ogre* universe including *GURPS Ogre*, *Ogre Miniatures*, and *Ogre: Objective 218*.

Ogre continues to grow, and we'll be happy to let you know what's new. The *Ogre* home page is **sjgames.com/ogre**. Please visit for scenarios, history, and other info on the *Ogre* universe.

There is a robust community of *Ogre* fans on our forums. Discussions on strategy, variants, game aids, and more may be found at **forums.sjgames.com**. This is an excellent resource to ask questions on the game, or peruse our FAQs. Official rules updates are posted here as well.

Supplements and expansions. Both digital and print products for *Ogre Designer's Edition* may be found in our online store, Warehouse 23, at **warehouse23.com**.

MARK-O POLO
by Drew Metzger

1.0 INTRODUCTION

The waves of radiation and debris slashed over, around, and past "Itchy," as the Cruise Missile obliterated the terrain surrounding him. The building Itchy had used to shield himself from the worst of the blast disintegrated, burying him in broken steel and concrete. As he ground free of the rubble, the sound of a few gear trains being ripped from their casings echoed in the silence after the blast.

A systems status check indicated all offensive and defensive programs fully functional, and only minimal damage to mobility. But sensors had taken a severe blow, as most external sensor pods had been scrubbed from the tank, with only a glowing stub remaining of the tall prow.

Referencing the civilian communication network in his databanks, Itchy rumbled over a communication nexus in the road and sent a probe deep into the earth, tapping into the line.

". . . chi, update status. This is Command. Report Unit One-Nine-Six-Eight/Zatoichi, update status. You still with us, Itchy?"

"Affirmative, Command. I have sustained minimal combat degradation, despite complete loss of primary sensor arrays. Thermal imaging and spectrographic analysis are also off-line. Mass flow sensors, sonar transducers, and seismic gradient detectors are functioning at combat readiness."

"Good to hear you, Itchy! That was close! But if your report is correct, that means . . ." The sound of frantic voices arguing in the background came across the line. "Itchy, are you saying you're essentially blind and deaf?"

"Only in the human sense that I cannot detect external signals in the visual spectrum nor most audio and radio frequencies. However, through characteristic seismic patterning, echolocation, and analysis of ambient air disruption, I can still detect the presence of enemy units, if not the type. My data banks have all the required maps and the specifications of the target. I request permission to proceed with the mission."

There was silence on the line. And then, "Unit One-Nine-Six-Eight/Zatoichi, proceed with your mission. We need Target Tango Victor found and destroyed. Good luck, big guy!"

"Luck is irrelevant. Unit One-Nine-Six-Eight/Zatoichi out."

Itchy retracted the communication spike and turned toward the north. As he accessed the data banks once again, the sound of Beethoven's "Hammerklavier" could be heard echoing from the behemoth as it rumbled down the street.

1.01 Overview. One of the few flaws of *Ogre* and *G. E. V.* is there is no sense of uncertainty in the game. In most scenarios, the forces and objectives of both sides are known before the first shot is fired. This scenario is designed to restore the "fog of war" to the game.

1.02 Necessary materials. *Mark-O Polo* requires only the retail version of *Ogre Designer's Edition* to be played, although a second set of maps can be helpful. You will also need pen and paper (index cards are useful) to create draw chits, off-board notes, and so on.

2.0 SETUP

2.01 Maps. The following three map-halves are to be used in *Mark-O Polo*:

> G2-North upside down
>
> G1-North
>
> G2-South
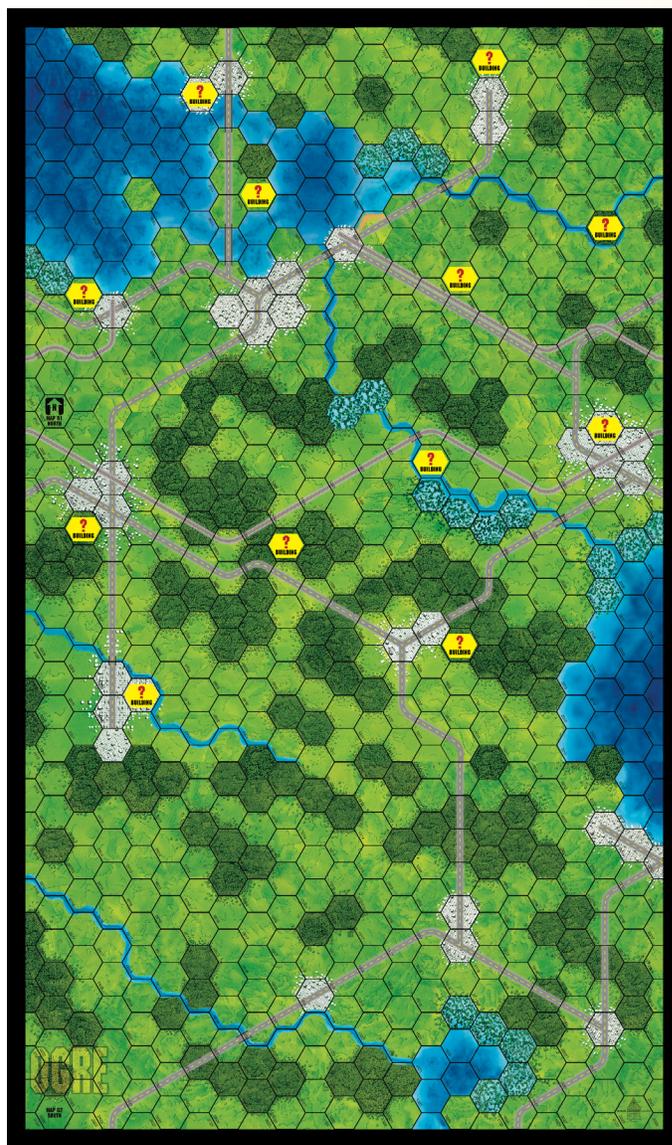
North is designated by the annotation on map G1-N. A second identical set of maps may be helpful in tracking the hidden units, but is not required.

WOUNDED COMPANY: OGRE RESCUE
by Frank Barberis

1.0 INTRODUCTION

Combine Fort Lion, 0430 hours

"Sorry to wake you, sir, but we have new orders from Command. Something went to hell at the front. General Keyes has ordered the Mark V to cover for our immediate evac."

"I see . . . thank you, Sergeant." The groggy major drew a slow exasperated breath before he continued, *"We mustn't leave anything for the enemy. Your job is to encrypt and hard copy our computer data. Bring that to me when you're done. Order the infantry and tank crews to bug out now and have the engineers rig the fort to blow in three hours. Call in the patrols. I want them all back in two hours and ready to evacuate."*

"Sir, about the tanks. We don't have enough crew for them all. Should we blow them too?"

"Not so hasty, Sergeant. Just give command access to the Vulcan, and let it handle it."

Combine Fort Lion, 0620 hours

"Sir, our patrols are all in and Fire Cat platoon reports the Mark V is holding the front, but it won't last long."

"All right then, time for us to go, Sergeant. But I don't see the Vulcan. Where is it?"

Paneuropean Striker Battalion Command, 0623 hours

"Sir, Striker Flank reports the Mark V is immobilized and that they are bypassing it now to attack the fort."

"Fate favors us today! We'll finish it off later, Lieutenant. It's not going anywhere."

"Sir, Striker Flank's scanners are reporting a new target vectoring toward the Mark V. My God, sir . . . it's a Vulcan!"

"Lieutenant, send this Flash 2: All Striker forces to return to Mark V locale and engage Vulcan, now designated as target: Opportunity. New primary mission goal – capture Opportunity at all costs!"

The battalion commander gave a relaxed sigh and continued, *"Lieutenant, I'm going to hang that thing's ID plaque on my wall, right next to the medal Central Command's going to give me!"*

Combine Fort Lion, 0627 hours

"What do you see, Sergeant?"

"Sir, it's the Vulcan. It looks like it's made its own platoon from the unmanned armor."

"And why is it going the wrong way, Sergeant?"

"It didn't answer the Comm, sir. Are we going to follow it back to the front?"

The major lowered his binoculars and answered ponderously, *"Sergeant . . . if I lose the fort, the general will understand. If I lose the battalion, it will end my career. But if I lose the general's Vulcan, he will shoot me himself. Sometimes I truly hate Ogres."*

1.01 Overview. An impetuous Vulcan is determined to rescue an immobilized Mark V. Despite the odds, and his orders, he intends to retrieve his comrade's AI brain.

A Vulcan is too tempting a prize to ignore, forcing the Paneuropeans to re-engage. In return, the Combine force is drawn back into the conflict to protect their disobedient, but irreplaceable, Vulcan.

1.02 Necessary materials. *Wounded Company: Ogre Rescue* requires the Kickstarter version of *Ogre Designer's Edition*. The scenario may be played with the retail version by substituting a different Ogre mini for the Vulcan and other tokens or counters for the Vulcan Drones.

2.0 SETUP

2.01 Maps. Players may select a map of their choice and begin on opposite sides.

2.01.1 Overlays. Map overlays are optional, but if used are determined by random die rolls. For each bridge, either large or stream, roll one die and consult this table:

Die Roll	Overlay
1-3	None
4-6	Destroyed

For each city hex or group of adjacent city hexes, roll 1 die and consult this table:

Die Roll	Overlay
1-2	None
3-4	Damaged, roads cut
5-6	Rubble, roads cut

The Paneuropean player rolls 1D6 for the number of crater overlays available and places them anywhere on the map. They may not be placed adjacent to each other.

2.02 Combine forces. The Combine forces consist of four groups: the immobile Mark V Ogre, the Vulcan with its associated units, and two mixed forces of armor and infantry. The Combine player moves first.

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