OGREZINE

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INTRODUCTION

Welcome to the inaugural issue of Ogrezine!

Ogre has a long history of fan-produced material, whether gracing the pages of the venerable *Space Gamer* in its day or found on the forums at **sjgames.com** and **boardgamegeek.com** today. Fiction, strategy articles, scenarios, artwork, and the ever-popular variant rules are created and shared by fans of *Ogre*. The veritable wealth of material produced in support of this game has always fascinated me. As a boy, one of my favorite game aids was the original ***The Ogre Book***, a collection of the best material published within the *Space Gamer*. I still derive enjoyment reading it to this day.

Certainly, the Internet has allowed a proliferation of support for the game. But that same ease of access and reach has a negative side – far too often excellent material has disappeared into the electronic void as websites go down or forum threads are replaced by new topics. I wanted to capture the magic of ***The Ogre Book*** and create a vehicle that would pull together some of the best fan-produced content into one medium, and make that available for all to enjoy. Fortunately 973 other fans agreed, all of whom pledged $3 or more to a 2017 Kickstarter campaign in support of *Ogrezine*.

The articles and images contained within are exclusively submissions from *Ogre* fans if you count me and Steve as fans, which we do. We are proud to publish their work on behalf of the game. If you like what you see on these pages, please let us know at **forums.sjgames.com**. We just might do it again! Also, if you have an idea for an article or a piece of art, we want to hear about that as well. Contact us at **ogre@sjgames.com** with your idea.

So please, sit back and enjoy this issue of *Ogrezine*. It is a celebration of both the game of *Ogre* as well as its faithful fans!

– Drew Metzger

OGRE SIZE COMPARISON

OGRE MARK VI	27.4 METERS LONG
OGRE MARK V	25.5 METERS LONG
OGRE MARK III	19.2 METERS LONG
OGRE MARK II	17.0 METERS LONG
OGRE MARK I	13.0 METERS LONG
M1 ABRAMS	7.9 METERS LONG
SOLDIER	1.72 METERS TALL

OGRE MK. VI   OGRE MK. V   OGRE MK. III   OGRE MK. II   OGRE MK. I   M1 ABRAMS
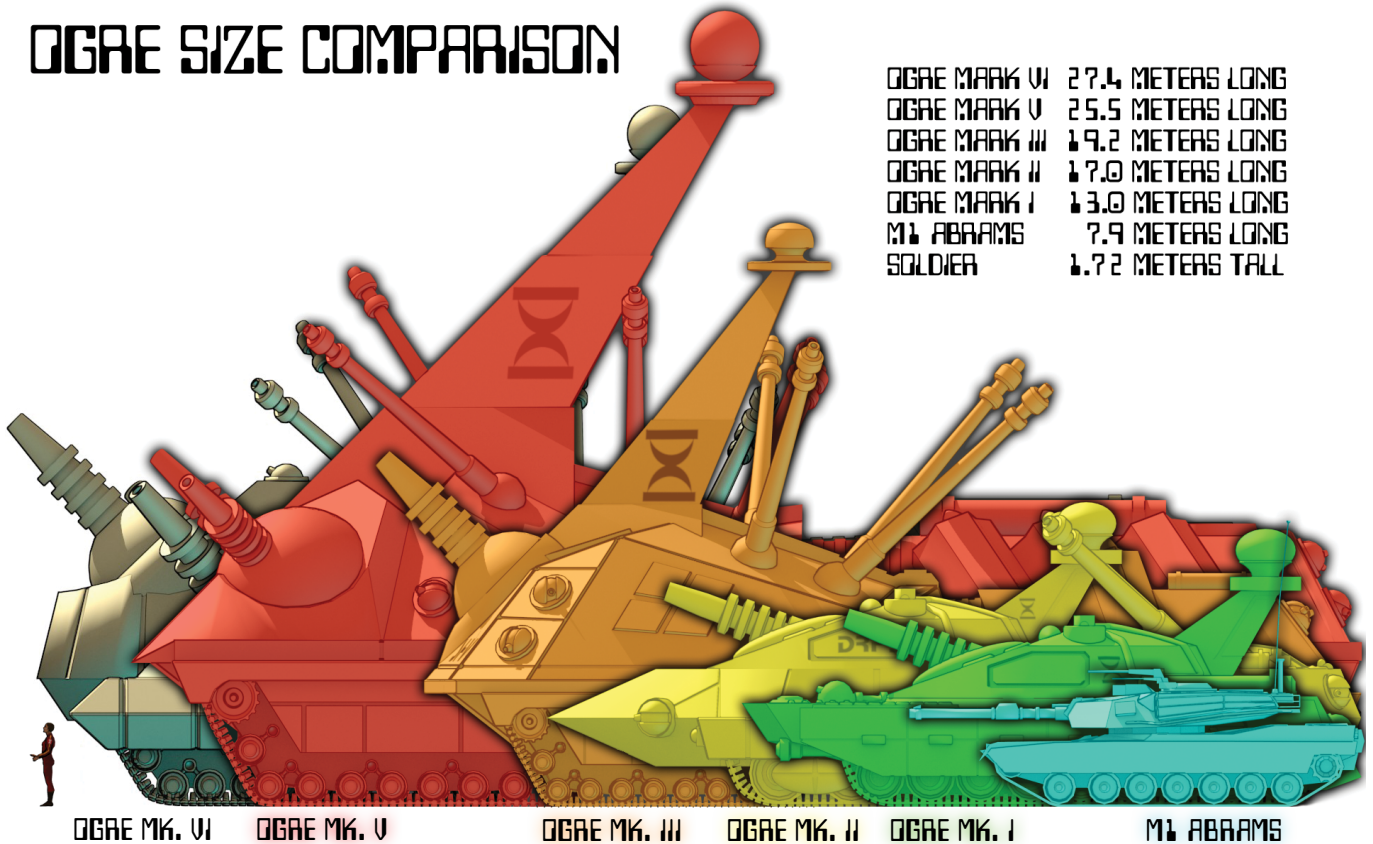
Ogre Size Comparison by Winchell Chung

DAMBUSTERS
by Drew Metzger

Dams are structures designed to hold back water, creating a reservoir and frequently serving as a source of hydroelectric power. Although subject to attacks in the mid-20th century, international humanitarian law forbade attacking dams for decades, which lasted well into the 21st century. But as the Last War dragged on, the conventions of warfare gradually eroded until there was no atrocity that either side wasn't willing to commit in the pursuit of a nebulous victory.

The destruction of a dam might have notable strategic effects from the resulting disruption of traffic and power generation in a region. But there were tactical benefits and risks to the attacker as well. Roads that traversed dams were cut. The waterway downstream of the dam underwent a brief but powerful change as a wall of water and debris rushed forth from the reservoir. Additionally, low-lying areas were flooded, further hindering movement of units and troops. Although a desperate action, breaching a dam could change the outcome of a battle.

The *BGG Exclusive Overlays Sponsored Counter Sheets* by BoardGameGeek has a pair of dams as well as overlays representing both rivers with debris and flooded towns. These overlays may be purchased through the BGG Store here: **https://boardgamegeekstore.com/products/ogre-boardgamegeek-exclusive-terrain-promo**. Additionally, the free pdf *Ogre Stream Overlays* found on Warehouse 23 may be helpful and can be found here: **http://www.warehouse23.com/products/ogre-stream-overlays**. These and other overlays may be used to represent both a dam on the map and the consequences of breaching that dam.

DAMS AND THEIR DESTRUCTION

A dam is a structure with structure points (SP) like any other fixed installation. The SP can vary, but 50 SP should be considered a minimum with amounts up to 80, 90, or even 100 or more, possible. It is subject to most of the rules detailing buildings in section 11.00 in the *Ogre Designer's Edition* rulebook, with the following exceptions:
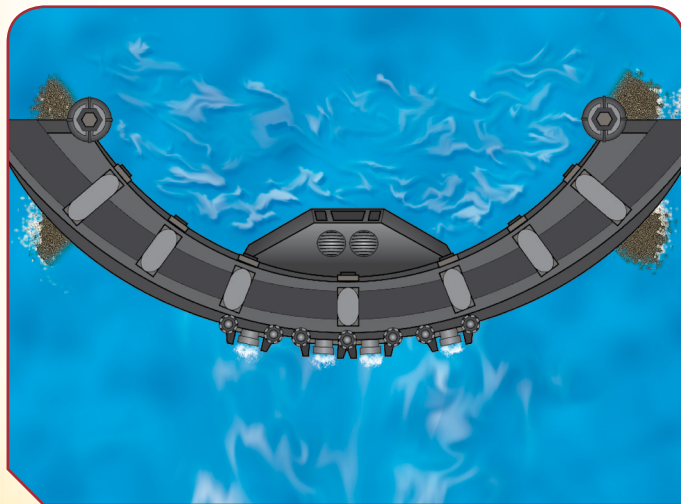
11.04.3 Dams may be rammed only by GEVs or a submerged Ogre or Superheavy. The dam may be rammed only from a water hex.

11.05 Only three other buildings may be stacked in the same hex as a dam. These buildings are to be considered on the dam. They would have their own SP and may be destroyed separately, but if the dam is destroyed, they are automatically destroyed.

11.06 Dams may not be hidden; all players know their location at the start of the game (although the SP might be unknown to one or more players, depending upon the scenario!).

When a dam is attacked, it may fail prior to losing its full complement of structure points. Once a dam has lost 80% of its SP, one die should be rolled at the beginning of each player's turn; on a 1, the dam collapses. Once a dam has lost 90% of its SP, it collapses on a roll of 1-3 on a single die.


UPRIVER EFFECTS OF BREACHING A DAM

Obviously the destruction of a dam will alter the quantity of water contained in the reservoir above the dam. The water hexes immediately above the dam (i.e., in contact with the dam counter) remain as water; the level is always deep there. All of the other water hexes along the edge of the reservoir that are in contact with other terrain cease to be water hexes. Those water hexes in contact with clear, forest, or town hexes become clear; overlays should be placed to reflect the change. Any edge water hexes that are only in contact with swamp hexes become swamp hexes themselves. Water hexes that were completely surrounded by other water hexes prior to the destruction of the dam remain as water hexes.

DOWNRIVER EFFECTS OF BREACHING A DAM

When a dam is breached, there is both an immediate effect and a long-term effect to the river and terrain below the dam. Immediately, a surge of water and debris cascades down the river. This wave of destruction moves quickly away from the destroyed dam. Units that get caught in this wave may become damaged or stuck. After the debris surge has passed, there may be flooding of the terrain on either side of the river. This flood will alter some terrain for the duration of the game.
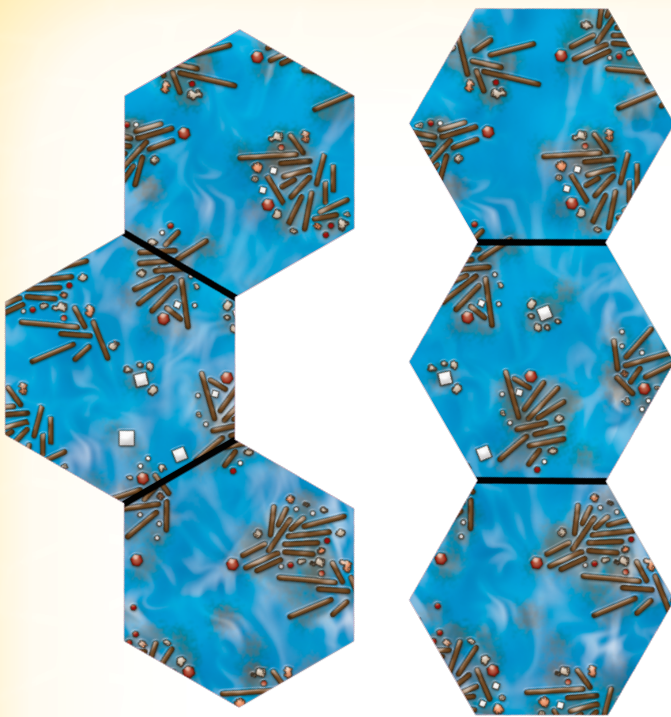
The pair of 3-hex overlays should be used to represent the debris swell moving down the river. Upon breaching the dam, one of the overlays (curved or straight, as appropriate for the river on the map) should be placed in the three hexes immediately below the dam. Prior to *each* player's subsequent turn, this debris swell should be moved into the next three hexes on the river, again using the appropriate overlay (straight or curved). Continue to move the surge until it moves off the map.

Units may be caught in this wave as it moves downriver. The effect of the wave is dependent upon the unit caught within its swell as follows:

Infantry: All infantry suffer an attack at 1:2 odds if they are in a hex when the wave reaches them. Each squad undergoes this attack individually; there is no benefit for being combined into a larger squad. Marines do not have any additional advantage in defending against this attack.

GEVs: All GEVs suffer an attack of strength 4 if they are in a hex when the wave reaches them. Additionally, GEVs treat these hexes as swamp for the purposes of moving through them. If a GEV moves from one of these hexes into open water, it does not get the movement bonus for that turn even if it stays on all water hexes.

Superheavy: A Superheavy treats these hexes the same as swamp. It must roll to see if it gets stuck immediately when the wave hits. If it survives the initial wave, it would need to roll again to see if it gets stuck should it choose to enter a different hex with debris.

Ogres: Ogres are unaffected by the debris surge and would treat it the same as open water.

After the surge has passed, there are permanent changes to the map that occur as well. First, the hex immediately below the dam should have the single hex of water with debris placed upon it. This hex is still a water hex, restricting what units that may enter it, but should be treated as swamp for any unit other than an Ogre that does enter it. Ogres continue to treat it as just water. GEVs lose the water movement bonus when they enter this hex.

New streams branching off of the main river may be created as the debris surge passes. Each time the debris surge is moved along the river, randomly determine one hex side connecting to the river (from either side) to become a stream. Roll one die to determine the length of the stream (1-6 hex sides) and randomly determine where it goes at each branch of the hex sides.

Clear and forest hexes along the river may be floodplains, which will flood with the destruction of the dam. The hexes affected by the debris surge may be predetermined prior to the game starting through mutual agreement or the scenario may specify which hexes will be altered. Alternatively, the floodplain hexes may be randomly determined. If random determination is the method being used, roll one die for each hex when the surge is adjacent to the hex. On a 1, that hex becomes a swamp hex and should have the corresponding swamp overlay placed upon it. Roll only once for any specific hex. Any armor unit that is in the hex when it transforms to swamp must roll for disable or getting stuck as appropriate to the armor type. If there is a road or rail traversing a hex that is transformed into swamp, the road or rail is cut unless otherwise specified by the scenario.
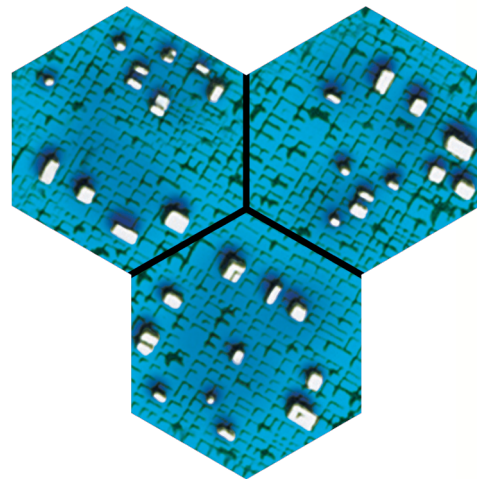
Town hexes may be flooded too. Place a "flooded town" hex from the BGG sheet over the affected town hex. Any road or rail in the hex should be considered cut unless otherwise specified by the scenario. Armor units treat a flooded town as swamp, except there is no risk of disabling or getting stuck. It costs infantry units other than Marines 2 movement points to enter the hex and their defense strength is only doubled. Marines still treat it as a town hex (1 movement point to enter, defense tripled).

River bridges are elevated structures that are built to withstand incredible stresses. The debris surge will pass under a river bridge without consequence to either the bridge or any units on the bridge. Units under the bridge are affected by the surge as described above. Stream bridges are not as sturdy. Any stream bridge within six hexsides of the surge will wash out; a "bridge out" overlay or "Road Cut" counter should be placed over the stream bridge to designate its change in status.

Breaching a dam has tactical and strategic consequences. The result of breaching a dam will both alter the map as well as put some units at risk. As all units may be affected, it is not a step to be done lightly. Scenarios may be built around the dam overlay such as protecting a dam from an attacking force or evacuating low-lying towns prior to the flood surge overwhelming the embankments. Hopefully these rules and the associated *BGG Exclusive Overlays* will enliven many future games of *Ogre*.

EDGING OGRE
by Jeremy Filko

As one who loves *Ogre*, and Steve Jackson Games for that matter, I can't stop wondering why they didn't use gatorboard or black infused cardboard for *Ogre Designer's Edition*. Despite this glaring oversight, have faith that this is easily corrected. For those of you with a little too much free time on your hands, or who simply need to justify "doing something productive" while binge watching the Gilmore Girls for the second time, edging your *Ogre Designer's Edition* is well worth the effort.

The Ogres themselves look so much better when their edges are carefully blackened with a Sharpie. I recommend fully disassembling your Ogres (or better yet, doing this prior to assembling your Ogres!) and using two types of Sharpie. Use the King Size Sharpie for most of the edges and then use a standard Sharpie to get into the tight spots (buy a box of each). Always use the King Size first, as it can get into more places than you might think, and it really covers the edges quickly. When you find yourself going back and forth across the cardboard edge more than once, change out your marker for a new one and let the previous one rest a bit. It's also worth edging all of the other cardboard components, even the white ones, as the units and terrain will subsequently blend in, making the game really come to life.
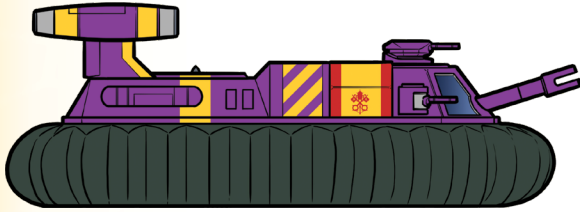
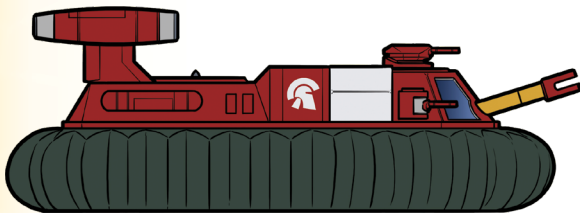I'm trying not to think about how long it took to edge my entire copy of *Ogre*, but it was worth it!
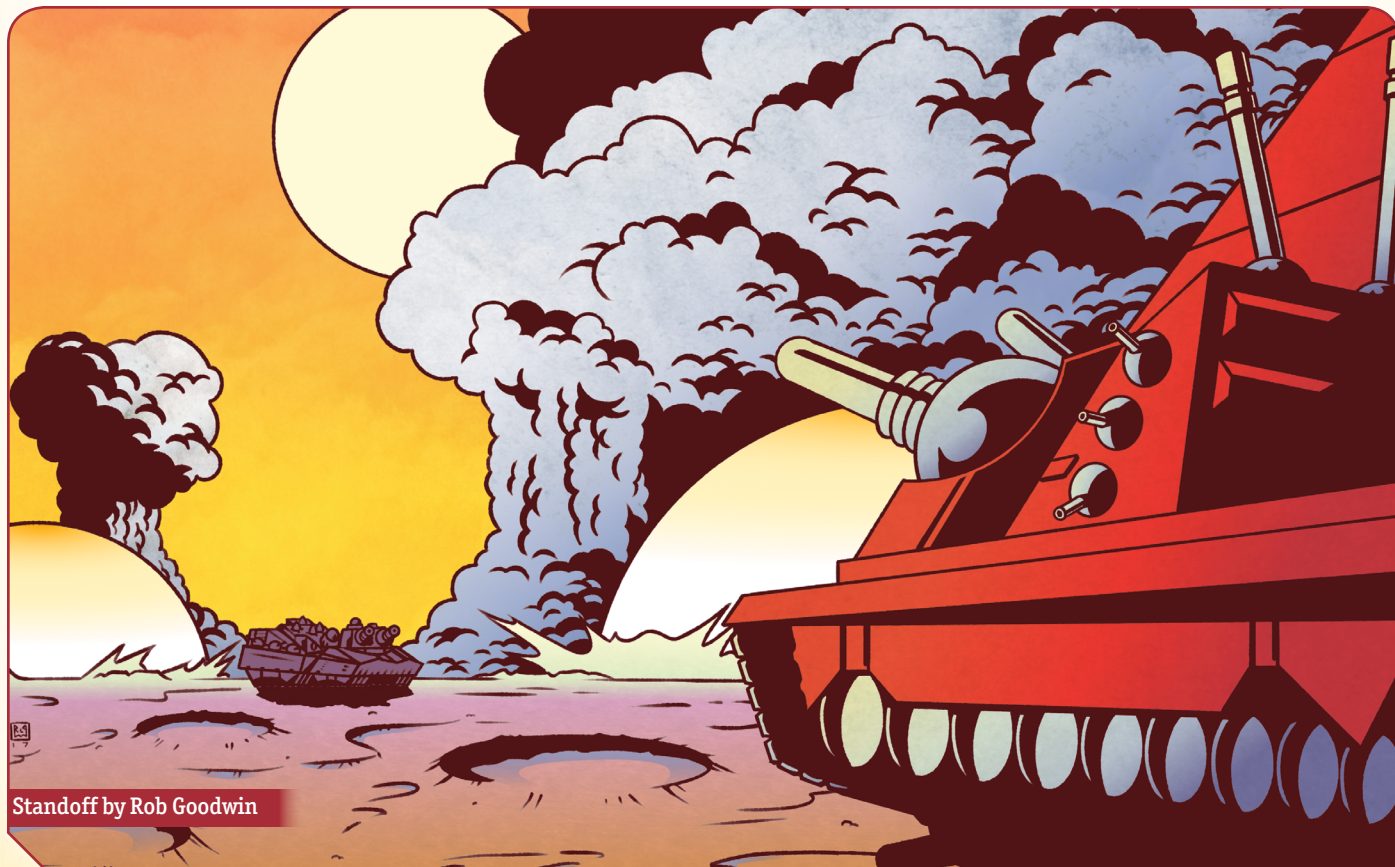
Standoff by Rob Goodwin
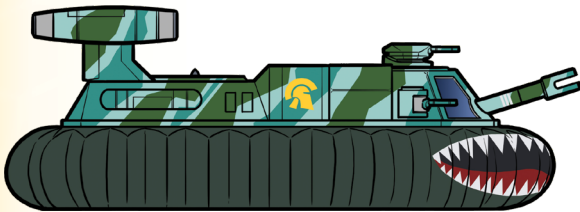
G.E.V. SPECIFICATIONS
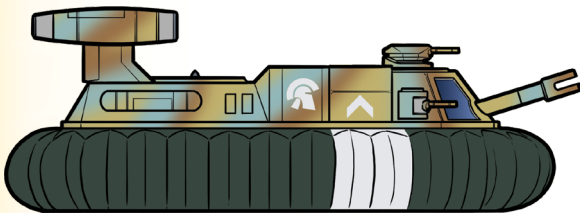
by Mathieu Moyen

Magna Veritas, Pontifical Swiss Guard (Vatican City State, 2059)

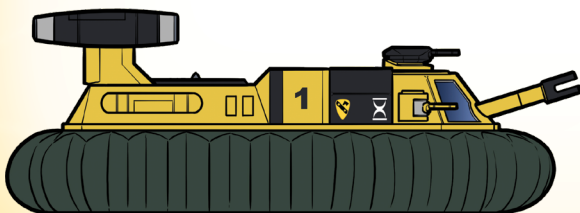1st Polish Lancers, Second Battle of Sheffield (Great Britain, 2076)

64th P.E.F. Riverine Division, Battle of San Cristobál (Mexico, 2086)

3033rd Armored Division, Battle of Tobruk (Saharan Combat Zone, 2088)

57th Tankovaya Divisiya (Republican), Paneuropean Civil War (Belarus, 2093)

1st Cavalry Division (Combine), Greek Occupation (Thessaloniki, 2096)

L-7C "GALAHAD"

In Service: 2042

Used By: Various

Designer: Europaische Federal-Panzerwerke/Tchalinka Design Bureau

Manufacturer: Various (Converted to Uniform Fabrication Template in 2049)

Weight: 35t (Metric)

Powerplant:

(1) Tchalinka-9 Hydrogen Conversion Plenum Turbine

(2) Tchalinka 2743/C94 Hydrogen Jet Thrust Turbine

Armor:

Min. 35mm Theiss-Rykov "Parallax" Biphase Carbide Plate

Armament:

(1) 75mm RMBK Magnetic Linear Accelerator Cannon

(4) 30mm Automat Lebedneyev Magnetic Autocannon

The first operational modern combat hovercraft desgin, the L-7C, better known by its series name "Galahad," looked deceptively archaic compared to Combine machines, perhaps because it was so clearly derived from early 21st century riverine craft. This was typical of the internecine intrigue common to the design and procurement bureaucracy of the Paneuropean industrial complex, which, as a result, favored revision and iterative design over major technological leaps. In combat, the L-7C performed extremely well, and its simple, straightforward construction made it a preferred design well past the end of the Last War. Though it carried a relatively large 75mm cannon, it couldn't manage the weapon in a turret without compromising its stability, so multiple smaller weapons firing modern munitions were added to supplement the main gun. This and its high speed and manueverability helped make up the difference in terms of tactics, which became famous from the first days of the war. All-GEV "Luftpanzer" companies were notably instrumental in securing Paneuropean victory in the Pyrenees. Companies of L-7C vehicles were even known, on occasion, to have successfully defeated Ogres of Mks. II and III, or larger. The Galahad GEV remained in service worldwide well into the Factory States Era.
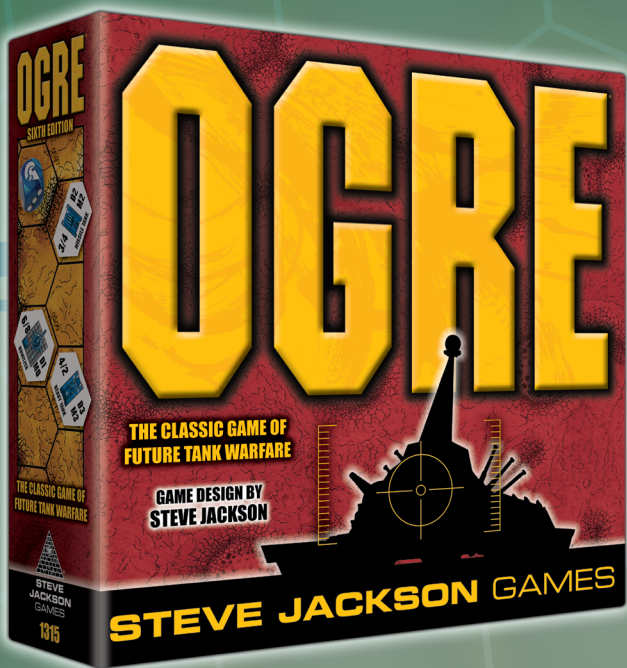
OGRE

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*. Currently, *Ogre Sixth Edition* and *Ogre Reinforcements* carry on the proud tradition of the *Ogre* line.

Ogre continues to grow, and we will be happy to let you know what's new. The *Ogre* home page is **ogre.sjgames.com**. Please visit it for scenarios, history, and other info on the *Ogre* universe. You can subscribe to an "Ogre News" mailing list by going here (**https://groups.google.com/a/sjgames.com/forum/#!forum/ogrenews**) and clicking on "Join Group."

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