OGRE
MINIATURES

ONLINE SUPPORT

The main *Ogre* site, with current news: **ogre.sjgames.com**. Archives are linked from the news section.

The free *Ogre War Room* app: **sjgames.com/apps/ogre**

The *Ogre* discussion forum: **forums.sjgames.com/forumdisplay.php?f=24**

Free *Ogre Miniatures* resources: unit insignia, terrain patterns, and more. **ogre.sjgames.com/miniatures**

The *Ogre* mailing list: **groups.google.com/a/ sjgames.com/forum/#!forum/ogrenews**

The *Ogre* line editor: Email at **ogre@sjgames.com**

The *Ogre* computer game from Auroch Digital: **store.steampowered.com/app/517780/Ogre/**

Links to painting guides: **ogre.sjgames.com/miniatures/painting**

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PREFACE

The *Ogre Miniatures* rulebook remained out of print for entirely too long, considering that it won an Origins Award.

We always intended to create a second edition, and in fact the revised text was largely completed. But time kept marching on. As an interim solution, we released Version 1.1 in PDF form, and that filled the gap for many years, but one of our *Ogre Designer's Edition* promises was a new edition of *Ogre Miniatures*. So here it is!

A LIVING SYSTEM

40 years after the release of the first edition (which sold for $2.95, with the map on a single legal-sized sheet of paper), *Ogre* is still a living system. It has an active user base and development continues. The current version of the boardgame is *Ogre Sixth Edition*. We have released plastic miniatures for the units from the original game and more are planned. A faithful computer version of *Ogre* has been created by Auroch Digital, bringing the world of *Ogre* to Steam so you can play against opponents worldwide.

Current *Ogre* news can be found at **ogre.sjgames.com**. Recent releases, as of the time this book was completed, include *Ogre Miniatures Sets 1* and *2* and a compilation of fan-written articles, *Ogrezine*. More releases are in progress!

We sponsor *Ogre* events at game conventions and retail stores. The *Ogre* forums are active and we hope you'll join the action. Thank you!

– Steve Jackson

INTRODUCTION

Technology governs strategy. The tank-type vehicle, considered obsolete by 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 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 Last War 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 120 km/hr on any decent terrain, and 150 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 50 meters), faster (hovercraft models proved too vulnerable, but atomic-powered treads moved standard units at 50 kph 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 "artificial intelligence" had existed, as a military secret, 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, points up the feeling that developed 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 first Combine units and, before that, from dark myth.

They called them Ogres . . .

Ogre Miniatures is a multiplayer game of tactical armor and infantry combat in the late 21st century. Each player commands a force of armor and infantry, which can include huge cybernetic fighting machines – the Ogres. The basic scenarios involve two players and usually one Ogre. Advanced scenarios may involve more players and several Ogres. Playing time is between 1 to 4 hours.

Game Scale

The recommended ground scale for this game is 1/30,000, or 750 meters to the inch. This makes 2" equal approximately one mile. Of course, if a large enough playing surface is available, the ground scale can be changed. A scale of 1/20,000, or 500 meters to the inch, works well on a very large game area.

The official *Ogre* miniatures are in 1/300 scale (with oversized infantry units for playability). Thus, on the map, the armor minis are a bit over 100 times as big as the "real" armor units would appear! The players are not looking at a birds-eye view of the actual battlefield. Instead, they're seeing the holotank used by a commander, in which units are enlarged for clarity . . . and shown in appropriate national colors. Likewise, buildings are enlarged, a clump of trees may be shown as a single tree, and so on.

These rules assume that the holotank also exaggerates vertical scale by a factor of 100 to make it more visible to the commander. This means that – for instance – a hill that looks steep on the game board is actually quite gentle. This also preserves line of sight: since only vertical scale is exaggerated, if a modeled hill blocks LOS to a modeled target, the real hill would block LOS to the real target.

Each turn equals 4 minutes of time. Thus, each inch of Move represents a ground speed of about 7.5 mph.

Relative sizes of units. The Ogre towers over the Heavy Tank and the infantryman. The size difference would be even greater if the trooper were in scale; since he represents a whole squad, he's slightly bigger than a "real" battlesuit.

MAKE OGRE HISTORY!

If you create a good scenario for *Ogre,* we'd like to see it . . . it might see print, or be used for tournament play! Contact us at **ogre@sjgames.com** and talk to our Line Editor.

Likewise, if you've got a hot-looking *Ogre* army, send us a photo and we might use it. Be sure to include the name(s) that you want credited for painting.

Other suggestions for the world of *Ogre* – written or graphic! – will be read with great interest. Early in 2018, we released *Ogrezine*, a PDF collection of fan-created articles and scenarios, and if feedback is good, we'll do it again!

Writers must read:

www.sjgames.com/general/guidelines/authors/.

Artists must read:

www.sjgames.com/general/guidelines/artists/.