

# DEFEND THE NEGEV!

By Israel Barker

*“Gimel-304, what’s your status?”*

*“B’Seder, Segen Uri, nothing moving out here but rabbits.” Judit bat Rachel was Rasal of the Negev Rangers, 3rd Section, GEVs. She kept her pilots in line as far as any low-grade NCO was able. Duty in the Negev was cake compared to assignments in the North, so she could tolerate a bit of slacking.*

*“Gimel-304, long-range is showing something odd down by the water. It might be a blip but swing by and check it out anyway.”*

*“Copy Segen Uri. Tzevet, Yalla 304, boys and girls!”*

*This wasn’t a flash order but Judit gunned her GEV southwards full throttle until she was in visual of the coastline. “No, this isn’t right,” she mumbled to herself, “it couldn’t be.” What was an antique like that doing here?*

*“Segen, send us all you got. You aren’t going to believe this, but we’ve got a Mark II coming out of the ocean down here!”*

## 1.0 INTRODUCTION

The Last War had uneven effects in the Middle East. Nations in the region were neither Combine nor Paneuropean, and no longer of great interest to either after both blocs ceased relying on fossil fuel. The Arabian Confederation allied itself with neither major bloc and officially took no sides. Israel was focused only on its own borders. It remained on speaking terms with all sides and occasionally provided covert support to the Vatican Guard on request.

Large scale conflicts between the Arabian Confederation and Israel had ceased as well. The unofficial truce after the 12 Minute War held. There was neither official peace nor open war between the Israelis and the Arabian Confederation, more simply a shared unwillingness that the Last War should extend to the region. Militarily, both the Israeli and the various armies of the Arabian Confederation shared a distaste for Ogres. They were ruled *assur* by the Israeli rabbis and *haram* by the Arabian Confederation muftis. Both reasoned that neither a golem nor a djinn, respectively, should be deployed as a weapon of war since no non-human entity could be trusted not to betray its masters. The Vatican ruling that sentient Ogres had souls confirmed the opinions of both the rabbis and the muftis.

However, rogue entities still exist and, as expected, follow no official doctrine. An as-of-yet unknown group has obtained a third- or fourth-hand Mark II and is deploying it from the Red Sea into the Negev. It is up to a small force of Israeli nature preserve rangers to stop the Ogre.

For the Israelis, immobilizing it so its AI can be analyzed by intelligence is preferable; destroying it is second best.



## 2.0 SETUP

**2.01 Maps.** This scenario uses the custom map provided. The one water hex is the southernmost point on the map. The dashed lines represent national borders. See 3.02.

The map has the same dimensions as an **Ogre** map. Players may print out their own map, or use the standard **Ogre** map with overlays.

**2.02 Israeli Forces.** The Israelis start with 8AU of defending forces not including tanks, artillery, or missile type units (this is a force of park rangers) and an Admin building of SP10. The Israeli player may substitute three squads of standard Infantry per AU. Standard Infantry may be exchanged for specialist Infantry at the standard cost. Israeli players set up north of any hex ending in xx14 on the map.

**2.03 Mark II Ogre.** The Ogre enters the map through the water hex at the south end of the map.

**2.04 Cruise Missiles.** Cruise Missiles are not allowed in this scenario.

**2.05 Egyptian Howitzer.** Place one Howitzer in hex 0419. See 3.02.

## 3.0 GAME PLAY

**3.01 Reinforcements.** Starting from the 13<sup>th</sup> turn, Israeli reinforcements will begin to arrive on the northern edge of the map in waves of 3AU (with the limitations as described in section 2.0.2) each turn. Types of reinforcements do not have to be declared in advance. The defending player may not save up any reinforcement's "credits" between turns.

**3.02 Borders.** National borders are shown by a dashed line. Due to neighboring states' hostility towards Ogres in general, if the Ogre approaches or crosses either border, it comes under attack. Except on the first turn where the Ogre enters the map, if the Ogre comes within one hex of a border, roll one die to determine if Arab Confederation forces are willing to risk a cross-border attack. On a 5 or 6, the Ogre is understood to be targeted by Arab Confederation forces and subject to attack by a single Howitzer. Roll one die to determine which part of the Ogre is targeted (1 or 2 secondary battery, 3 main battery, 4 antipersonnel, 5 or 6 treads). Even though only one Howitzer is visible on the map, this rule applies to all border hexes. If the Ogre crosses a border it is automatically attacked as above. These rules continue to apply in an endgame situation as per 4.0 below.

Israeli forces will not be attacked on border hexes. If an Israeli unit crosses a border, it is subject to attack by neighboring artillery to be resolved as a single Howitzer attack each turn it is across the border.

**3.03 Terrain.** The map has terrain features not covered under official rules.

**3.03.01 Mountains.** Mountains are impassible to all units except Infantry. Infantry units may only move one hex per turn within mountains. Entering a mountain hex completes an infantry movement phase. Infantry defense strength is tripled in mountains. If the Ogre player attacks the mountain hex itself rather than Infantry units, normal Spillover against terrain rules apply.



**3.03.02 Hills.** Use all Swamp rules in a hex with hills including bonuses and penalties for each type you unit.

**3.04 Capturing the Ogre AI.** Removing the AI from an immobilized Ogre is a combat engineering task and is only possible if a player has Combat Engineers. Odds of success for the Combat Engineers are resolved as a 1-2 attack, meaning only a roll of 6 will result in success. Undestroyed Ogre weapons are still active and may target the Combat Engineers attempting this task.

**3.05 Stacking.** Stacking is permitted as per *G.E.V.* map scenario rules.

**3.06 Terrain Damage.** Due to environmental sensitivity on the part of the Israelis regarding the Negev, combat engineering functions such as mines or attacks on, or alterations to, terrain are forbidden by operational doctrine.

## 4.0 ENDGAME

- *Complete Ogre victory* - The Ogre must destroy the Israeli Admin building and must exit the map from the same hex it entered.
- *Marginal Ogre victory* - Admin building destroyed and Ogre destroyed before escaping the map.
- *Partial Israeli victory* - Admin building damaged but not destroyed, Ogre destroyed.
- *Complete Israeli victory* - Admin building undamaged, Ogre AI captured.

## 5.0 VARIANT SCENARIOS

**5.01 Neither Friend Nor Foe (3 players).** The neighboring Hashemite Kingdom does not want an Ogre of any type operating near its borders and has sent four squads of Royal Marines across the border to ensure the Ogre does not cross the eastern border. These units are Marines as defined in normal **Ogre** rules. Both the Israelis and the Royal Marines have an interest in the Ogre's AI and neither wishes the other side to have it.

The Royal Marines are under orders not to fire first at the Israelis but may return fire if fired upon.

**5.01.01 Setup.** Jordanian Royal Marines enter anywhere from the eastern side of the map. Note that if a Royal Marine unit leaves the map for any reason it may not re-enter.

**5.01.02 Stacking.** Royal Marines & Israeli forces units may be stacked in the same hex. This only applies up to the point where either Israeli forces choose to attack the Royal Marines or spillover fire occurs as described below.

**5.01.03 Spillover Fire.** If Royal Marines are affected by spillover fire, it is up to the player as to how they wish to respond. Due to the fog of war, the Royal Marines player may assume that they were targeted by Israeli forces and choose to retaliate.

**5.01.04 Reinforcements.** Both the Israelis and the Royal Marines receive reinforcements as per 3.01, except that Royal Marines receive one Marine squad per turn as reinforcements and that the Royal Marine player may delay reinforcements for several turns. This could allow a 2-turn delay resulting in one squad of Marine Engineers.

### 5.01.05 Victory Conditions.

- *Royal Marines complete victory* - Ogre AI captured by Royal Marines
- *Israeli complete victory* - Admin post not destroyed, Ogre immobilized and Israeli player has enough strength left at the end of that turn to defend the prize against any Royal Marines within firing range of Israeli forces.
- *Israeli partial victory* - Ogre destroyed, Admin post not destroyed
- *Marginal Ogre victory* - Admin building destroyed and Ogre destroyed before escaping the map.

- *Complete Ogre victory* - The Ogre must destroy the Israeli Admin building and must exit the map from the same hex it entered.

**5.02 Malfunctioning Ali.** This is a third- or fourth-hand Ogre after all; who is to say it is really in full working order? In this variation, at the start of every turn the Ogre must roll two dice before taking any action.

- On a roll of 2, the Ogre completely malfunctions and can do nothing that turn.
- On a roll of 3, the Ogre moves one hex randomly: roll one die, count off hexes clockwise from the north to determine where it goes. Border rules still apply.
- On a roll of 4, any Ogre attacks that turn are reduced by 1 due to a targeting systems malfunction.
- Any result higher than 4 means the Ogre operates normally for that turn.

Considering that the Ogre has a reasonable chance of a malfunction, the Israeli player begins with 2AU less for the initial force. No reinforcements are included in this variation.

**5.02.01 Victory Conditions.** As per normal rules, above.

## 6.0 DESIGN NOTES

Almost every **Ogre** scenario focuses on the basic Combine vs Paneuropean conflict. This scenario was written to explore something a little different, to try out something from a different cultural perspective.

The border rule does violate a general convention of the game going back to the beginning that only units on the map are participants in a battle. The southern tip of the Negev is a tight space where three national borders meet and those nations are not at formal peace with each other. Assuming off map artillery seemed better than a larger map with artillery visible but would result in lots of essentially non-playable space for both sides. This also allows players with only the original **Ogre** map to customize their map boards with overlays rather than forcing them to print a large map.

If you enjoy the variants, why not try combining Neither Friend Nor Foe with Malfunctioning Ali and make the Ogre a Legionnaire?

Thanks to those on the **Ogre** forums who helped iron out the terrain rules. Also, thanks to Thomas Cornwell for creating Ogre Map 2.0.

