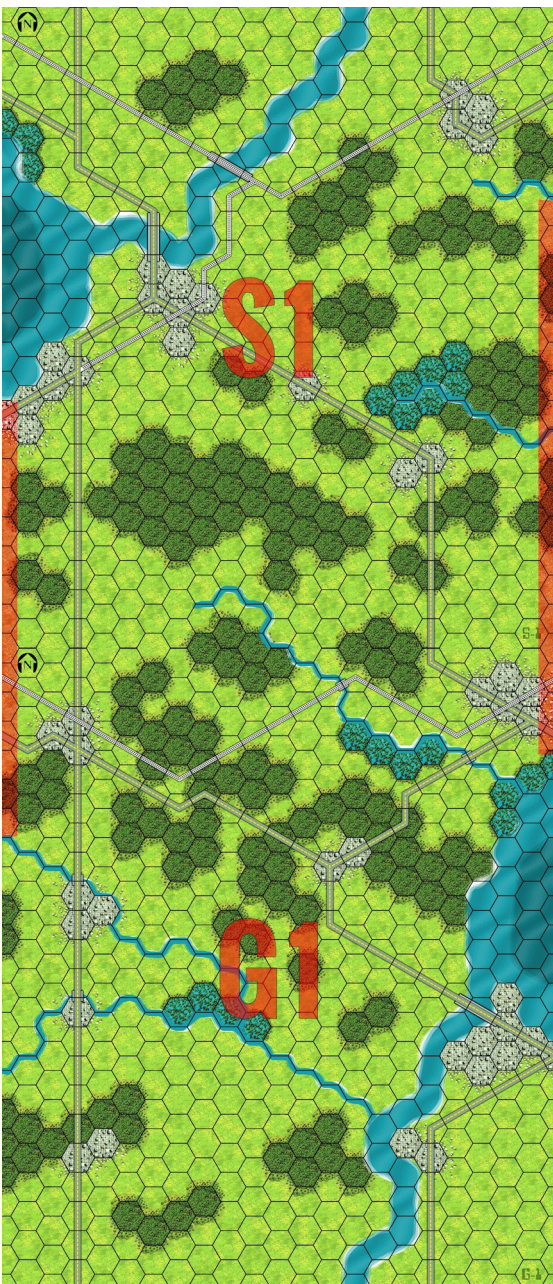


SLUGFESTS AND DUELS

BACKGROUND

Like all good wargamers Ogre players have made claims for this unit is best, that unit is over powered, these units are overpriced. We ask questions like are many better than few? Is faster better than stronger? These scenarios are essentially slugfests to try and test these ideas.



MAP SETUP S1 AND G1

If you are tight on table space, do not use the northern half of S1 and the southern half of G1.

OBJECTIVE

Game ends when one side is eliminated.

UNITS SETUP

Each side gets 15 Infantry and 20 armour points. Players may only select from specific types of units (see below)

Units are setup in the red zones at the edge of the board

UNIT SELECTION

Light versus Heavy

Player 1 may only select units from GEV and Light Tanks.

Player 2 can only select units from Heavy, SuperHeavy and Missile tanks.

Tank on Tank

Player 1 may only select Heavy and Missile Tanks.

Player 2 may only select Superheavy and Missile Tanks.

Add in Howitzers:

As either above, but players may also select 2 howitzers or mobile howitzers, placed within 5 hexes of their starting edge.

Add in Ogres:

The “light” side has 4 MK I’s versus the “heavy” side 1 MK III.

The “light” side has 3 MK III’s versus the “heavy” side has 2 MK IV’s or MK V’s.

Swap the Ogre mix

The “light” side gets the “heavy” sides Ogres and vice-versa.

Add More Infantry

The unsung heroes, are there better strategies when you have more foot soldiers available? Each side can have 15 more infantry or 2 more armour points.

VICTORY CONDITIONS

Decisive Attacker Victory: 50+ points

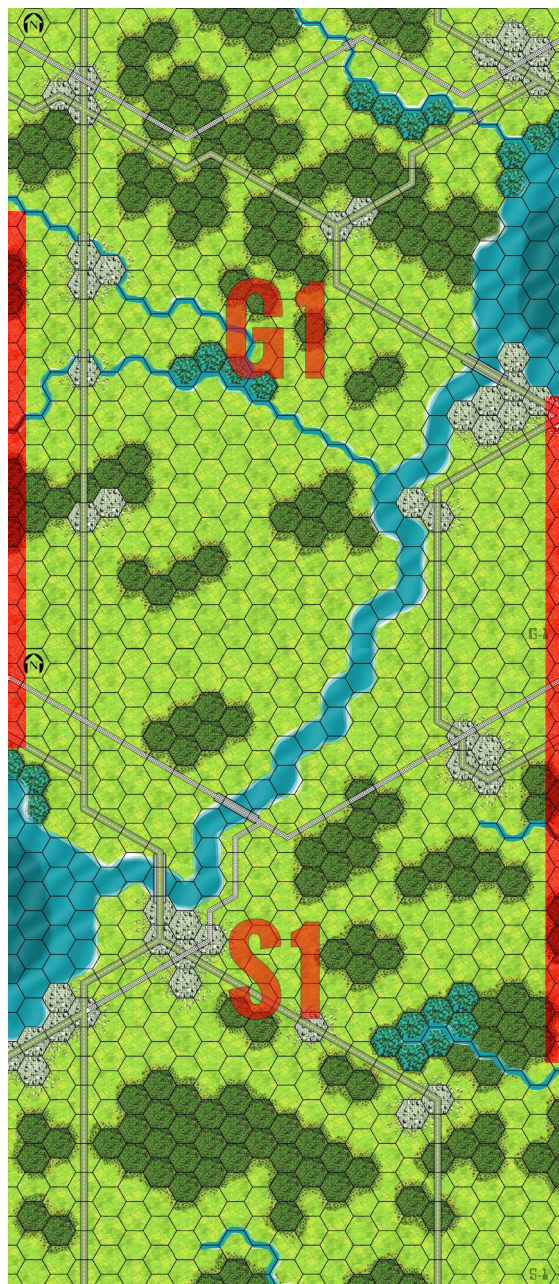
Marginal Attacker Victory: 20+ points

No Clear Victor: < 20 points

Marginal Defender Victory: 20+ points

Decisive Defender Victory: 50+ points

VARIANTS



Reverse the maps to put the river across the centre of the board.

While the first setup highlights roads and forests and their terrain effects on units, this setup highlights water and its effects on units.

CREDITS AND NOTES

Ideas come from many sources, but in particular the many discussions on the SJGames Ogre forums have been a long standing source of ideas, rules suggestions, background writing and more.

I would also like to thank the many artists, writers and designers who have produced not only the original Ogre materials in all its many variations but also those at FireMountain, Tiffin Games and BBG who sponsored the design of additional sheets for Ogre some of which are used in some scenarios.

PLAY BALANCE

I cannot say that all these scenarios are fully playtested, they are not. I'm not someone who has access to ten's of players who can thrash through these and give me lots of feedback. So, if you find a particular scenario unbalanced, maladjusted or otherwise flawed, please feel free to (a) give me some suggestions and feedback and (b) adjust them as you see fit.

BIDDING TO PLAY

I am a particular fan of the "bid to play" system for scenarios like this. Each side looks at the defenders available units and defensive position then bids the number of unit points they think they need to be the attacker. The player who bids the least points gets to be the attacker.

This has a nice self-handicapping, auto-balancing feel to it.

And of course, there is nothing wrong with playing the scenario twice, swapping sides, and player with most points over two games wins.

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