

OGRE[®]

REINFORCEMENT PACK



**EXTRA MAPS, COUNTERS, AND
SCENARIOS FOR OGRE[®]/G.E.V.[®]**

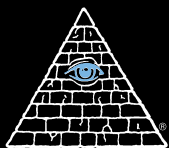
STEVE JACKSON GAMES

THE REINFORCEMENTS HAVE ARRIVED!

Ogre Reinforcement Pack – the *G.E.V.* and *Shockwave* supplement you've been waiting for: battle-ready replacements for scuffed-up counters and crumpled maps, along with four multi-map scenarios! New rules include towing options, random Ogre damage, and the variant Ogres from *The Ogre Book*. Fight to recover crippled Ogres on "The Day After," deliver a crippling punch to a Combine industrial complex in "Body Blow," or "Fake Out" the Paneuropeans by concealing your true objective until it's too late!

Components include a rules sheet with scenarios; two *Ogre/G.E.V.* counter sheets; two *Shockwave* counter sheets; one *G.E.V.* map; and one *Shockwave* map.

Ogre Reinforcement Pack is not a stand-alone game; *Ogre/G.E.V.* is required to play.



**STEVE
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OGRE[®]

REINFORCEMENT PACK

A SUPPLEMENT FOR *G.E.V.* AND *Shockwave*

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Ogre, G.E.V., Shockwave, the distinctive likeness of the Ogre, and the all-seeing pyramid are trademarks or registered trademarks of Steve Jackson Games Incorporated. All rights reserved.

War is hell.

Combat is tough on land, on men, and on fighting vehicles. We can't do anything about the scorched earth of 2085; we can't do anything about the brave, battlesuited fighting men who've already died, or the Ogres, GEVs, and other units you've destroyed in countless paper battles. What we can do is send up reinforcements – battle-ready replacements for scuffed-up counters and crumpled maps. That's what the *Ogre Reinforcement Pack* is all about.

1.00 INTRODUCTION

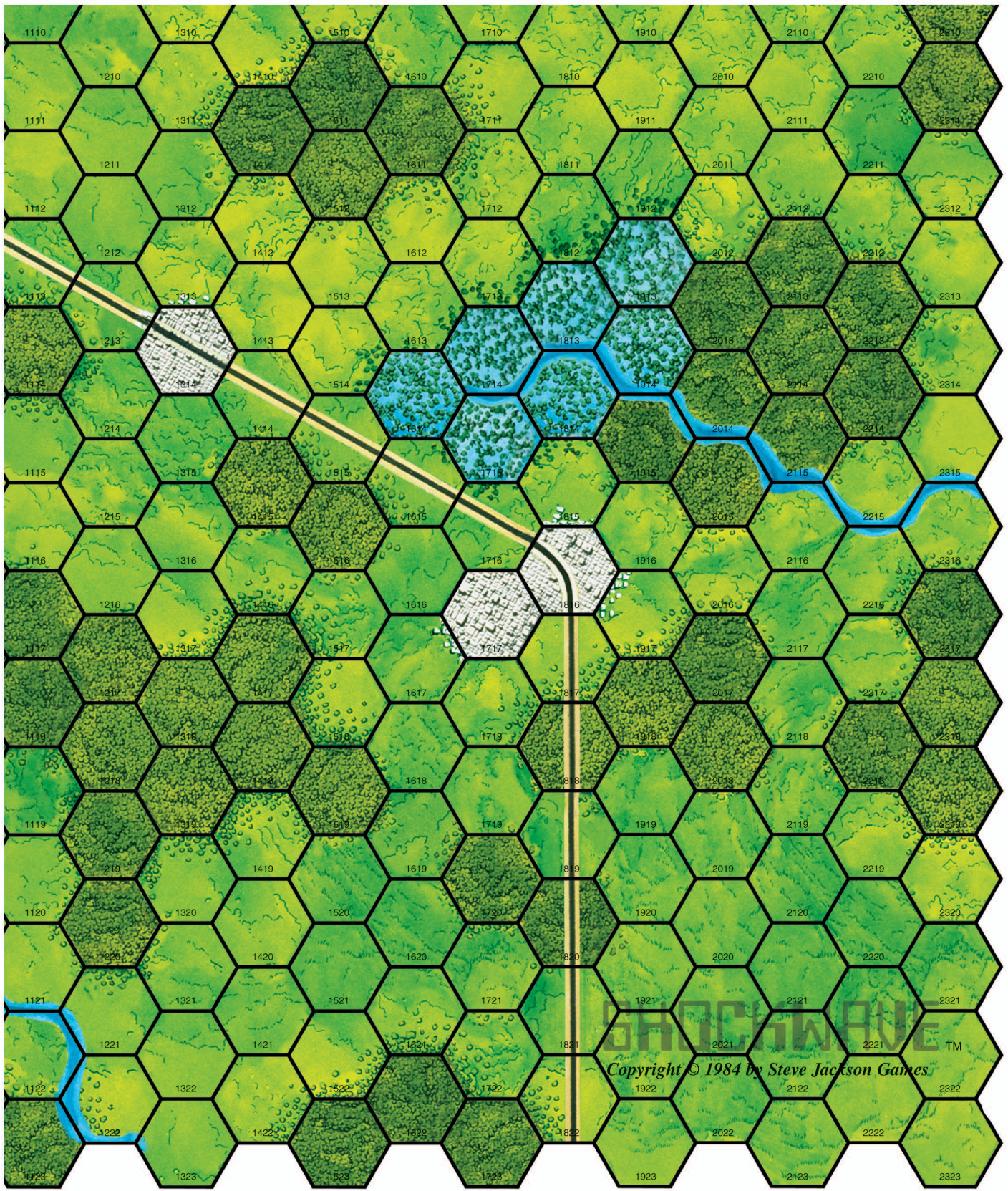
The *Ogre Reinforcement Pack* is a supplement for *G.E.V.* and *Shockwave*, simulating tactical armor and infantry combat in the last half of the 21st century. This supplement is not intended to stand by itself; players should already have *G.E.V.* and *Shockwave* to make full use of this pack. Along with fresh troops and equipment, four new scenarios are included. Two of these involve more units and cover more territory than any previously-published *G.E.V./Shockwave* scenario.

2.00 COMPONENTS

2.01 Game contents. The *Ogre Reinforcement Pack* includes this rules folder, two maps (a *G.E.V.* map and a *Shockwave* map), and four 4" x 7" counter cards.

2.02 Mapsheets. The *Shockwave* and *G.E.V.* maps, while usable by themselves, also fit together to provide larger game areas. Use drafting tape or some other removable tape (which will peel up without tearing the paper) to fasten the maps down before play begins.

When *Shockwave* maps are linked to *G.E.V.* maps, they should be overlapped so that the half-hexes on the edge of the *Shockwave* map cover half of the edge row of hexes on the *G.E.V.* map.



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