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This is a revised *Contents* page for the PDF edition. It lists the added material, which is why a few entries are out of numerical page order.

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INTRODUCTION

TO THE FIRST EDITION, REVISED

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, and *Ogre Miniatures* was a difficult release for us the first time, even with Ral Partha helping, large-scene miniatures photography, and printing color photos, are outside the bounds of what we usually do.

So rather than keep saying “Steve’s working on it,” we are releasing this PDF of the original rulebook, supplemented by the accumulated errata, addenda, and FAQ, as well as material (notably the Vulcan) that has never seen print at all. Also included are the new and improved *Ogre Miniatures Lite*, as well as *Ogre* record cards (which originally appeared on the miniatures boxes).

If you see a green rectangle in a page margin, that means there has been a correction or addition to that section of the book. Click on the rectangle to go to the page with the new material.

A LIVING SYSTEM

More than 30 years after it was first released, *Ogre* is still a living system. It has an active user base, and development continues. We are now working on the 6th Edition of the boardgame version, which will consolidate the *Ogre* and *G.E.V.* rules.

A big advantage of PDF releases is that they can be updated at need. Therefore, this “Version 1.1” of *Ogre Miniatures* includes four sections that are being considered for revision right now. Your playtest comments on the *Ogre* forums will be read and taken into account.

● *The Ogre Mark VII*. This is an “imaginary” unit. At least, officially it’s imaginary. Was a prototype built, and the records conveniently lost? Or, in your own world, the Manila Accords might not have been signed, and the

Mark VII might have gone into regular production. A description for a Mark VII was given in *GURPS Ogre*, but – thanks in part to your comments – we no longer believe that configuration was viable. The Mark VII design described on pp. 69-70 represents an entirely different design philosophy: a purpose-built “Ogre-killer” unit. The forum comment thread for the Mark VII is titled *Ogre Minis Revision Issue: Mark VII*, and is located at forums.sjgames.com/showthread.php?t=37060.

● *The Ogre Ninja*. This miniature unit has just been released as an exclusive Warehouse 23 product. Find it at: www.warehouse23.com/item.html?id=SJG10-0108.

Rules have been published, but we didn’t think they made the Ninja quite nasty enough. You will find both the original rules and our current proposed addition on p. 67. The forum comment thread for the Ninja is titled *Ogre Minis Revision Issue: Ninja*, and is located at forums.sjgames.com/showthread.php?t=38441.

● *The Light Artillery Drone*. This miniature unit was released as Combine Set 10. We think the originally presented rules have room for improvement. You will find both the original rules and our current revised draft on pp. 70-71. The forum comment thread for the LAD is titled *Ogre Minis Revision Issue: LADs*, and is located at forums.sjgames.com/showthread.php?t=36818.

● *The Superheavy Tank*. This is a manned unit – but it is much bigger than standard armor units, and has two guns. The original rules treated it as an armor unit, but an argument can be made for giving it an Ogre-style record sheet and allowing it to take multiple hits. Alternative rules are found on p. 74. The forum comment thread for the Superheavy is titled *Ogre Minis Revision Issue: Partial Damage for SHVY*, and is located at forums.sjgames.com/showthread.php?t=37016.

www.sjgames.com/ogre

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Version 1.1 – First Edition, Revised – October 2008

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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 bio-chem 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 21st-century 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 fire-power 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 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



The Command Post was a hurricane of activity. A constant stream of data scrolled over banks of monitors. Technicians droned as they passed that information on; officers shouted harshly as they tried to salvage a collapsing combat line. The holographic display was the center of their attention. All color and motion, it mapped the battlefield, marking each combat unit. Tanks and infantry shone like brightly painted toys, colored to show unit affiliations, oversized on the rolling landscape. Standing against them was a single huge shape, its every weapon carefully modeled, with damage shown in flashing crimson. It pressed forward, approaching the Command Post, leaving a trail of destroyed armor in its wake. A flare of light washed over the battle display, colored images replaced by burned-out hulks, as a half-dozen units fell before its onslaught. And the juggernaut advanced relentlessly . . .