

Ogre/G.E.V. Material

January 4, 2007

Ogre and *G.E.V.* are registered trademarks of Steve Jackson Games Incorporated. The material in these pages is for use with the *Ogre* and *G.E.V.* lines of games available from <http://www.sjgames.com>. These are not official rules and this is not an official supplement, nor is it endorsed in any way whatsoever by Steve Jackson Games.

Document Version: 20070104

Contents

1	Introduction	2
1.1	Disclaimers and warnings	2
1.2	Commonly-needed numbers	2
1.2.1	Unit costs	2
1.2.1.1	Standard unit VPs	2
1.2.1.2	Ogre costs	3
2	Generic optional rules	3
2.1	Sabotage	3
2.2	Quick Repair	3
3	G.E.V. Scenarios	4
3.0.1	Standard victory levels	4
3.1	Rogue Infantry	4
3.1.1	Setup	4
3.1.2	Escape	5
3.1.3	The Rogue Leader	5
3.1.3.1	Defection	5
3.1.4	The Hideout	6
3.1.5	Victory Levels	6
3.1.6	Variants and optional rules	7
3.2	Calling all Able Men	7
3.2.1	Setup	7
3.2.2	Escape	8
3.2.3	Special combat rules	8
3.2.4	Victory Levels	8
3.2.5	Variants and optional rules	8

3.3	Controller Ogre	9
3.3.1	Setup	9
3.3.2	The Ogre	9
3.3.3	Variants and options	9
3.4	Bottleneck	9
3.4.1	Setup	10
3.4.2	Escape	10
3.4.3	Victory Conditions	10
3.4.4	Variants	10
3.4.5	Playtest notes	11

1 Introduction

This document is a dumping ground for Ogre/GEV-related scenarios, rules ideas, etc. Feel free to comment or submit recommendations:

stephan@s11n.net

1.1 Disclaimers and warnings

- Many of the rules and scenarios presented here are completely un-playtested, and are here more to spur ideas than to provide out-of-the-box solutions.
- Some of the material presented here is significantly more "cinematic" than the OGREverse necessarily calls for.
- These rules are written for the hex-based versions of the games: minitatures players will have to do some adapting.

1.2 Commonly-needed numbers

While we may not legally reproduce the charts from published gaming material, this section collects some commonly-useful, but disparately-located numbers into one place.

1.2.1 Unit costs

These rules interchangeably use the terms *VP* and *armor units*. Traditionally, *armor units* have been used to measure unit counts in *G.E.V.* and *Ogre*, but *VP* are more *en vogue* nowadays. Each armor unit is normally equal to 6 *VP*.

1.2.1.1 Standard unit VPs

Below are the SJG-official VP values of standard units.

- Militia: 1 VP
- Standard infantry: 2 VP
- Engineer or Marine infantry: 4 VP
- LTNK, LGEV: 3 VP
- Most armor units, unless listed otherwise: 6 VP
- SHVY, HWZ, MHWZ: 12 VP
- Missile Crawler: 18 VP (missile alone: 12 VP), Crawler without missile: 6 VP

- Ogre main gun: 8 VP
- Ogre secondary gun: 4 VP
- Ogre missile rack: 6 VP
- Ogre missile, AP gun, or tread unit: 1

1.2.1.2 Ogre costs Ogres costs are listed in VP value (calculated by adding up the VP value of their equipment), their published armor values, and the VP equivalent of the published armor values. Note that the *calculated* VP do not take into account any of Ogre special abilities, and are thus significantly lower than an Ogre's actual value.

Model	Calculated VP	Published armor value	VP Equivalent
Mark I	27	5	30
Mark II	52	9	54
Mark III	79	17	104
Fencer	105	24	124
Mark IV	117	25	150
Mark V	118	25	150
Mark VI	171	35	210

(ACHTUNG: the HTML export of this document may be missing this table!)

2 Generic optional rules

This section describes some optional rules which might be used to spice up certain scenarios.

Suggestions prefixed with "*Ogre*" are recommended for use with the "classic" Ogre rules. Those marked with **G.E.V.** are appropriate for G.E.V. and it's expansions. Those without any specifier are considered suitable for either game.

2.1 Sabotage

Spies infiltrate and sabotage enemy equipment. Either the Attacker or Defender may be the target of sabotage. Some ideas for scenario changes include:

- At the start of the Attacker's first turn he may choose up to X points of enemy units to destroy. Alternately, units may be permanently disabled (this would still destroy an Infantry unit), or disabled until a target die roll is made or a specific amount of turns go by.
- Some number of Defending armor units start out disabled, and must roll to enable as if they were a hovercraft trying to unstuck itself from a swamp. Which units are disabled are chosen by the attacker before the first player's turn.

Ogre:

- Mark III scenario: when the Ogre enters the board, play is paused to allow the Defender to declare up to 6 VP Ogre gear as destroyed.
- For the advanced scenario (Mark V) allow 12 VP of damage to be dealt.

2.2 Quick Repair

A team with the Quick Repair special ability recovers disabled units more quickly: if they start a turn disabled they automatically recover. This does not allow heavy armor to escape when stuck in a swamp.

By player agreement, Quick Repair may be extended to allow infantry units to ignore D results. Extreme players may even want to provide for repairs to Ogres during play.

3 G.E.V. Scenarios

This section contains scenarios for *G.E.V.* and its various supplements: *Shockwave*, *Ogre Reinforcements Pack* and *Battlefields*.

Map designations are those from *Battlefields*: G1 is the original *G.E.V.* map and S1 is the original *Shockwave* map. The maps G2, G3, S2 and S3 are the "new" maps from *Battlefields*.

3.0.1 Standard victory levels

Some of the scenarios share a common victory condition based solely on the VP scores of the teams at the end of the battle. Simply add up the VP scored for kills and the VP of remaining forces, then consult The Chart:

One team ahead by 70% or more: *Major whoopass*.

Ahead by 50-69% or more: *Significant victory*.

Ahead by 25-49%: *Notable victory*.

Any other result is a draw.

3.1 Rogue Infantry

Achtung: this scenario is only lightly playtested.

Required supplements: *Battlefields*, for map S3.

This scenario is somewhat more "cinematic" than the OGREverse's typical battles, representing the effort of the military to ring in a group of rogue infantry. The rogues are led by an ultra-charismatic leader whose ability to draw in new recruits is downright scary. The Attacker's goal is to eliminate the leader, and find, search and destroy his secret hideout, ending the "infantry rebellion." The Defenders, well, they just want whatever the Leader says they want.

3.1.1 Setup

Map: S3

The Attacker declares from which edge of the map he will enter. The Defender then sets up. Turns begin normally with the Defender after the Attacker has moved onto the map.

General:

Except where explicitly noted as *standard* infantry, the word "infantry" applies to all infantry-like units, including Militia, Engineers and Marines. VP used towards buying infantry units may be used to purchase any type of infantry.

Ogres are not recommended for this scenario. *Maybe* a Mark I for the Attacker, but anything larger is certain to spell quick doom for the infantry, who won't have the firepower to stop it.

Defender:

The Defenders (the Rogues) set up first.

They get one SP 20 admin building ("the hideout") which may be placed in any swamp hex. Its placement is hidden - the location is written down, but no counter is immediately put in place.

32 VP of infantry (16 squads) are set up within 12 hexes of the hideout. At least one infantry squad must be a standard infantry unit, which is chosen to be *the leader*, and is marked as such (e.g., with a token or a highlighted counter). The leader's stats and role are described below.

Attacker:

The Attacker moves first and sets up as his first move.

The Attacker gets 1 Superheavy Tank and 5 GEVPCs. The GEVPCs come with full complements of 3 standard infantry each. All units must enter the map along the edge chosen at the start of the game. The entry hex movement cost must be paid, but units may take movement bonuses for roads or water, as appropriate.

The Attacker may trade in the SHVY for lighter armor, but battle planners recommend the SHVY for this role: it is invulnerable to small groups of infantry and the twin canon plus AP guns mean overrunning it is extremely costly for the rogues. The planners regret to inform you, however, that they do not have the resources to commit more than one SHVY to the battle. [i.e., playtesting suggests that allowing the Attacker to take more than one SHVYs essentially ruins the scenario, even with increases in the rogue infantry count.]

Not all units need be committed on turn one - the Attacker may wait any number of turns to deploy.

3.1.2 Escape

Escaped units are permanently removed from play but count towards final VP scores.

The Attackers may escape anywhere along their entry edge.

Defending infantry may not choose to escape as long as the leader is in play. The leader may escape anywhere along the edge opposite the Attacker entry edge. After the leader leaves play (is destroyed or escapes) the remaining infantry may escape from *any* edge *except* the Attacker entry hex. (*Leader's gone, guys! Let's get the hell out of here!*)

3.1.3 The Rogue Leader

The rogue leader - his identity is unknown - is a mysterious man with inexplicable, superhuman levels of charisma. His ability to draw in new recruits is legendary: his personality is so strong that he is able to convince enemy troops to defect in the heat of battle! So powerful, even, that bullets tend to respect his personal space!

The leader unit (one special infantry squad) is treated as a standalone infantry squad which may not be grouped with other units. His squad is outfitted with the best of equipment and his battlefield skills give him a significant combat edge over standard field troops.

Stats: MP 2, DEF 2, ATT 2/1. For all purposes - terrain, overruns, etc. - he is treated as a normal infantry unit.

Special defense: if the leader is stacked in a hex with other units, he may not be the target of enemy attacks - one of the other units in the hex must be the target (they are diving in the way to protect him!). Additionally, spilloverfire does not affect him. Spillover affects other units in the hex normally, of course.

VP: The leader is worth 20 VP to the Attackers if he is killed. Defenders score 8 VP if he escapes, or 16 VP if he survives until the end of the battle without escaping.

Killing the leader: If the leader is killed, the rogue Player must roll 1d6 for each infantry unit on his team. On a 1 or 2 the unit leaves the rogue team - roll another die. On a 1-3 it *disperses* - it is effectively destroyed, and the Attacker gets the VPs. On a 4-6 the unit *defects*, as explained below, to the Attackers team, also giving VP as for a kill.

3.1.3.1 Defection

The leader has a special ability which may be used *in place of his attack*:

The leader may attempt to "convert" an enemy infantry unit (including special infantry), causing it to defect to his team. This is resolved as a normal attack with an ATT score of 2, but with a range of 6 hexes (consider it a "psychological attack" made over battlesuit comm channels, or maybe even telepathy), except that *terrain bonuses do not apply*. The defender must choose how he will split up the target infantry counter, just as he would for a normal attack against grouped infantry.

The result is read as for a normal attack on the standard CRT, with the exception that the words "destroy" and "eliminate" are read as "defect". That is, on a D result a single squad of infantry defects; on an X result the entire target counter (i.e., up to 3 squads) defects. There is no spillover effect from this "attack", and it may only be used against infantry-like units.

Defecting units immediately switch teams, but may not act until the rebels' next turn. They may react to overruns as usual. Infantry defecting in a hex with non-defecting (i.e., now-enemy) units do not immediately cause an overrun combat, but the non-defecting unit may of course initiate an overrun on their next turn if they like (and *must* do so if they choose not to leave the hex). *Alternately*, by player agreement, defecting units are immediately overrun by any non-defecting units in the same hex, the moment they defect (that is, the defecting unit has the advantage of first overrun attack, as the others don't expect to be attacked by *them*).

For VP calculation, causing a unit to defect is the same as destroying it. Thus, by converting and holding on to infantry, the leader may accumulate VP not only for the capture but also towards the post-battle unit count.

Optional rule:

If the leader is in a city hex he may automatically recruit one squad of standard infantry or one platoon of Militia if he takes no other action that turn. The new unit starts in his hex or any adjacent city hex, and follows the same placement rules as defecting infantry.

3.1.4 The Hideout

The hideout is the center of rogue infantry activity, and the Attacker's secondary goal is to find and destroy it. Intelligence has revealed only its general location: somewhere in the swamps.

VP: The hideout is worth 18 VP to the Defenders if they hold it at the end of the battle. To the Attackers is it worth 15 VP if they search it (it may hold the secret of the rogue leader's seemingly magical mind control powers) and 12 VP if they destroy it (regardless of whether they search it). To search the hideout one unit of any type of infantry must spend a whole 2 turns in the hideout's hex taking no other actions. If interrupted, the search must start over.

Revealing the hideout: The hideout is revealed when an enemy unit is within half of its own attack range, in hexes, from the hideout, *rounded up*. That is, a Heavy Tank or GEV must be 1 hex away, whereas a Missile Tank will spot it 2 hexes away. The Defender *must* reveal the hideout as soon as an enemy unit is within detection range. The Defender *may* reveal the hideout at any other time, if he so wishes (e.g., a desperate act to draw attention from the leader).

The Attacker should keep in mind the initial placement of the defending infantry, as that will give some hint as to the placement of the hideout. The clever Defender will of course try to tease the Attacker into focusing on another area, and the placement range of units gives him some leeway in doing so.

3.1.5 Victory Levels

The primary goals of the Defender are to keep the leader from being killed and to hold the hideout. Contrariwise, the Attackers are trying to do just the opposite.

Play ends when one team has no units left or both players agree to call off the engagement. If the Defenders have no units remaining the Attackers are assumed to automatically destroy the hideout. Additionally, if the Attackers have any remaining infantry they may also claim the VP for searching the hideout.

Special VP bonuses:

- Attackers kill the leader in the same hex as the hideout: +6 VP: the video will make for good PR and look good on Intelligence's record.

VP are accumulated for achieving goals, as described above, destroying enemy units, and adding the total VP of remaining friendly forces. Victory is determined solely based on relative VP levels:

Attacker is ahead by 0-24%: *Marginal Attacker victory*. Someone loses their command post. Local citizenry quietly praise the brave rogues.

Defender is ahead by 0-24%: *Minor Attacker defeat, Marginal Defense victory*. The locals start to question whether they should *really* be tolerating this rebel cult in their neighborhood.

One team is ahead 25-49%: *Teaching some respect*. Good PR but no significant promotions. Defender victory: many locals openly praise the rebels for defying the oppressive military forces.

One team is ahead by 50-69%: *Notable victory*. Field commander promoted to posh desk job, grunts granted a three-day weekend for R&R. Defense victory: rebel leader gives interviews via several local media outlets, boosting his cause.

One team is ahead by 70% or more: *Major Whoop-ass*. Drinks on the house, battle planners and spies promoted, grunts granted 2 *weeks* of R&R. Defense victory: rebel leader is openly praised, and several significant offers of support come in.

In accordance with the *What's-left-of-Geneva Convention*, grunts granted R&R may not be used in play until their R&R time is up. Put their counters someplace nice and cozy until they're fully rested.

3.1.6 Variants and optional rules

Chain of command: if the leader is killed, another infantry unit is chosen to be the leader! The advantage to the Defender is obvious. The Attacker can take advantage of this by harvesting the new leader(s) for VP, which also has the side effect of possibly routing the leader's teammates!

Popular support: place the rebel hideout in a city hex, instead of a swamp. See the *Calling all Able Men* scenario, section 3.2, for optional rules regarding attacks made into city hexes.

Beefed up: give the infantry an armor unit or three (a howitzer would be appropriate), and adjust the Attackers accordingly.

Not yet strong with the Force: the rogue leader has normal infantry statistics and has a shortened "defector ray-nge" of 4. His VP value is cut by 25(?)%. He will probably die very quickly.

Strong with the Force: upgrade the leader to an Engineer, Marine or, if using *Ogre Miniatures*, a Heavy Infantry.

Dug in: give the Defender 4 small revetments or 2 large ones, as per the *Battlefields* rules.

Covered infantry: the Defender sets up covered. The attacker sees the position but not the unit count of each unit. Infantry are revealed when an enemy is within its own attack range or when the infantry makes any attack at all.

Hidden Infantry: the Defender writes down the hexes of each squad of infantry, and does not reveal them until they move, fire, or are spotted, as for the *Covered infantry* option, above.

Mines: give the Defender a number of mines, as per *G.E.V.* section 8.02.

Rise of the Rebels: after a significant rebel victory they may gain enough support to throw a *real* battle. To keep the "rebel feel" of the scenario, further battles are suggested to be infantry-centric, at least on the rebel side. For one idea see the Variants section of the *Calling all Able Men* scenario, in section 3.2.

3.2 Calling all Able Men

Achtung: this scenario is 100% un-playtested.

Required supplements: *Shockwave*, for map S1, *Battlefields*, for militia units.

A Paneuropean group has established itself as local protectors. The Combine's goal is to remove the Paneuro forces so they can establish their own base there. While the Combine forces are superior in number, the Paneuropean have the advantage of popular support, and aggravating the locals may cause them to rebel against their attackers!

3.2.1 Setup

Map: S1

General:

Except where explicitly noted as *standard* infantry, the word "infantry" applies to all infantry-like units, including Militia, Engineers and Marines. VP used towards buying infantry units may be used to purchase any type of infantry.

Either team may buy Ogres with their VPs, using the standard VP trade values. Infantry may be traded in towards buying an Ogre, but may not be traded in to buy other armor units.

Defender: *Paneuropean (white)*

The Defender sets up first.

48 VP of infantry (24 squads) and 18 VP of armor (3 units), all placed within the contiguous cities near hexes 0711 and 0314. Units set up covered, and are not revealed until they act or an enemy is within its own firing range.

CPs Alpha and Beta in hexes 0214 and 0711, respectively. Both are SP 10 admin buildings. Each is worth 10 VP to the Attacker if destroyed or 10 VP to the Defender if it survives the battle.

Attacker: *Combine (black)*

16 VP (8 squads) of infantry and 60 VP (10 units) of armor. Unless both players agree, the Attacker may take no more than 2 hovercraft of any type.

The units enter the map in the northeast corner, in any hex in the ranges 1501-2301 and 2301-2305. The entry hex counts for movement. Units entering on a road or river hex may take the associated movement bonus.

Not all units need be committed on turn one - the Attacker may wait any number of turns to deploy.

Play begins normally with the Defender after the Attacker's first move.

3.2.2 Escape

Attacking units may escape from any of their northern entry hexes or anywhere along east edge. Defenders may escape along the south and west edges.

Escaped units are permanently removed from play but count towards final VP scores.

3.2.3 Special combat rules

Attacks into cities:

The Defender is not permitted to make ranged attacks into city hexes, but may freely partake in overrun combat in cities, initiating them if necessary.

The Attacker may make overruns into cities as normal. He *may* make distance attacks into city hexes, but he risks paying a price: the locals may band up to fight in the defense of their cities!

When the Attacker makes an attack into a city hex roll 1d6 after rolling the attack. If the result is less than the total attack score then the Defender immediately recruits a number of militia platoons equal to the attack score minus the die roll. e.g., with an ATT of 4, a roll of 1 would result in 3 squads of militia being recruited, and a 4 or higher would result in no new recruits. Note that the low attack scores of single squads of infantry allows them to initiate small clashes without causing an uprising in the locals.

Newly-recruited militia are placed by the Defender at the end of the Attacker's turn, in the target hex or any adjacent *city* hex. If the hex contains enemy units, the militia immediately initiate an overrun against the enemy. The Defender who recruits more than one militia may place them in separate hexes if he wishes. Stacking limits must be obeyed - if they cannot be then any recruits not able to squeeze in do not come into play at all. The new recruits are ready for action and may act on the Defender's next turn, i.e. immediately after they are placed.

If the number of available militia counters is exceeded then no militia may be recruited. This of course given an edge to the fanatic players out there who bought four copies of *Battlefields* for the countersheets.

Attacking roads and bridges:

The Defender is prohibited from destroying any roads or bridges. The Attacker may do so, but at the same risk as cities. Militia recruited via the destruction of such infrastructure are dispatched to the closest city hex which has space for it. Note that as river bridges have a very high defense (D8), the high attack score needed to take one out is certain to cause a number of militia to be recruited.

3.2.4 Victory Levels

The battle ends when one team has no more units in play or both players agree to call off the engagement.

See the standard victory levels, in section 3.0.1. The Defender gets full VP (1 measly point) for recruited militia retained at the end of the battle, but does not get any VP simply for recruiting them.

3.2.5 Variants and optional rules

Route 66: treat the entire rail network as standard roads. This should hasten the assault.

Watery assault: allow more hovercraft on the Attacker's team, to allow a quick assault along the river.

Local training camp: cut the Defenders force by 10 VP (infantry and/or armor), but attacks into cities, or against roads or bridges, cause standard infantry, instead of militia, to be recruited!

Revenge of the Rogues: replace the Defender's armor with half that VP amount of infantry and select one squad to be the rogue leader, as described in the Rogue Infantry scenario in section 3.1.

3.3 Controller Ogre

Pan-European forces have fielded a new Ogre. Built on a Mark III chassis, this unit is *smart*. It has the ability to directly interfere with enemy units' control systems, causing them to malfunction! This makes defending the command post a *wee* bit more complicated...

3.3.1 Setup

As per the Basic Scenario in *Ogre*, but give the Defender two additional armor and three additional infantry squads.

Players may choose between classic *Ogre* or *G.E.V.* rules for purposes of stacking, overruns, etc.

3.3.2 The Ogre

The Ogre is essentially a Mark III, except that it is missing half of its AP guns and both of its missiles. In their place it holds a Controller Array: advanced computing equipment which can be used to crack into enemy weapon systems and cause them to malfunction.

The Ogre has one array with ATT 4/3 and DEF 3.

The array's attack is special in that it never destroys a unit. A 'D' result on the CRT disables the unit, as normal. An 'X' result against an armor unit gives the Ogre unit immediate control of that unit, until the end of the Ogre's current turn! The Ogre player may act with the unit during his current turn. As the humans inside the hacked units are fighting to regain control of the systems, the unit has -1 ATT and has -1 MP for the duration of the control, to a minimum ATT and MP of 1 (or MP 0 for immobile units).

Controller arrays never cause spillover fire and can only disable infantry, they cannot control battlesuits; treat an 'X' as a 'D' when targeting infantry, but disabling all infantry in the group (i.e., up to 3 units). Controller arrays are useless against non-suited infantry, like Militia, and other units deemed non-controllable by player agreement.

Like a main battery, a controller array is worth 8 VP. The Ogre is worth the same as a Mark III minus 4 AP and 2 missiles (6 VP), plus 8 VP for the array, for a total cost just slightly higher than a standard Mark III.

3.3.3 Variants and options

Disabler: reduce the effect of a controller array to not control units, but to disable them as if they had been disabled by a swamp, requiring a die roll to recover. A 'D' would apply as normal, and an 'X' result applies a "swamp-style" disable.

Master Control Unit: the Ogre is a Mark V and has 2 arrays, but only 2 missiles and half the normal AP. Give the Defenders units as per the Advanced Scenario, plus 3 armor and 6 infantry. Extreme players might consider a Mark IV, Fencer or Mark VI which swaps its missile racks for controller arrays or...

Controller Missiles: instead of controller arrays replace all Ogre missiles with Controller Missiles, which affect targets the same as the control array. This makes the controllers worth less, as they deplete as they are fired.

Long-lasting Control: allow the Ogre to control units for a longer duration, such as through its next full turn. Alternately, increase the defending force's armor allotment by 50-75% and allow the Ogre to *permanently* control units! This option may work well with the Controller Missiles option, to increase the value of the missiles.

3.4 Bottleneck

Required supplements: *Battlefields*, for map G3.

This scenario represents a Combine attempt to crush three Pan-European command posts.

3.4.1 Setup

Map: G3

Defender:

The Paneuropean (white) defenders set up first. They get 20 infantry and 12 armor units (72 VP), set up anywhere on or north of the row of hexes numbered 0110 to 2310. In addition, they get one CP Alpha in hex 1201, CP Beta in hex 2001 and CP Gamma in hex 0401. The CPs all have a defense strength of 1.

Attacker:

The Combine (black) attackers get 19 armor units (114 VP), all of which must be mobile and no more than 48 VP of which may be GEVs (including LGEVs and GEVPCs). Any GEVPCs purchased come with a full compliment of three standard infantry at no extra cost (that is, 6 VP for the GEVPC and three standard infantry).

After the defender sets up, play begins with the attacker's first move: entry anywhere along the south edge of the map. The entry hex counts for movement. Not all units need be committed on the first turn. Those which enter on a road or river hex may take the corresponding movement bonus.

The game is over when one team is completely destroyed (or escaped) or the players agree to call off the attack (e.g., the attacker is left with only a small force and the defender agrees to allow them to retreat).

3.4.2 Escape

No unit which escapes may return to the battle, but the other team does not score points for destroying them.

Defenders may escape along the north edge of the map and attackers may escape along the south edge.

3.4.3 Victory Conditions

The primary targets are the three command posts: CP Alpha is worth 20, CPs Beta and Gamma are each worth 10. That is, the attacker gets the listed points for destroying them and the defender gets the listed points for holding them at the end of the battle. Additionally, standard VP are scored for destroying enemy units.

The winner is determined by the total VPs scored by each team.

Victory levels:

- Both teams scores are within 15 points of each other: draw
- One team ahead by 16-25 points: marginal victory
- Ahead by 26-30 points: victory
- Ahead by 31+ points: whoopass victory

Regardless of VP values, the attackers cannot achieve more than a marginal victory if they do not destroy at least two of the CPs.

3.4.4 Variants

If one team consistently wins, the simplest way to swing the balance is to add another 1-3 armor units to the weaker team.

Defending Ogre: the defender gets a Mark III Ogre, 20 infantry, and 24 VP of other units. The attacker gets 108 VP (18 armor), no more than 24 VP of which may be GEVs. In this scenario, the attackers will be forced to go up through the center area, where the Ogre is more than likely waiting for them.

3.4.5 Playtest notes

Assuming the defenders take howitzers, the attackers should plan on sending in a few GEVs around either side to attempt to take them out. If they're lucky, they might even be able to take out a CP along their way. GEVPCs can be particularly troublesome to the defender here, perhaps forcing him to divert troops from the central bottlenecked area to deal with infantry who have infiltrated the rear area.

One attack strategy is to create a heavy armor force (e.g., 5 HVY and 3 SHVY) to ram up the center area, sending the remaining forces (GEVs of various types) around the side flanks. SHVYs are expensive but nearly invulnerable to the defending infantry. If the defender has howitzers, force him to make the difficult choice of hitting the GEVs (which could reach a CP very quickly) or the SHVYs.

The defenders will probably want to invest in some long-range units, such as a couple howitzers and a few missile tanks, along with a few light tanks to guard the rear areas from GEV penetration. Having SHVYs in the city hexes will cost valuable VPs, but creates a tough nut for the attackers to crack and may alleviate the need for longer-range units. The ability of the infantry to delay the movement of attackers through the central bottleneck should not be underestimated. If the defender is using howitzers, special care should be taken with the infantry in the center area, as careful use of the infantry can buy howitzers a turn or two they otherwise wouldn't get.