

NETEPIC 5.0 ARMY BOOK

EPIC OGRE

HEAVY METAL CYBERNETIC WARFARE

BY KENNETH PETERS

First appearing in Incoming! Issue #1

Disclaimer: If you cannot differentiate between fantasy and reality, or cannot conceive that others may do so, please put this book down, walk away and don't approach the subject of tabletop wargaming again until you grow up a bit.

This rulebook is completely unofficial and in no way endorsed by Games Workshop Limited. Warhammer 40,000, Adeptus Titanicus, Space Marine, Epic 40,000, Epic: Armageddon and other names, races, characters, illustrations and images from the Warhammer 40,000 universe are either ®, TM and/or © Copyright Games Workshop Ltd 2000-2005, used without permission and their use should not be construed as a challenge to said ownership. OGRE, GEV and other terms are owned by Steve Jackson Games, used without permission and their use should not be construed as a challenge to said ownership. NetEpic is a non-profit work intended for personal use and cannot be distributed with intent of profit. Concepts and ideas not owned by Games Workshop or Steve Jackson Games are the property of the NetEpic Discussion Group.

A Ghost From the Past

by Justin Ho

The tiny valley nestled deep within the immense Worldspine mountain chain was sheltered from sensor detection by the strong magnetic fields in the surrounding rock. It had taken many years of hunting down ancient fragmentary clues and finally manually searching the rugged mountains to find the site. It was to be the crowning achievement of Tech Priest Strephon Duvalk's life.

The immense doors were large enough to accommodate an Emperor class Titan. Their surfaces were of a gleaming metal utterly unknown to Strephon. Despite more than a week of drilling, the equipment carried by the Servitors had been unable to flake off more than the tiniest sliver. Yet, the doors had buckled from some unimaginable force in the ancient past, opening up a man-sized hole the expedition could slip through. If not for that stroke of good fortune, it would have taken perhaps years to drill through those thick doors.

The floor beyond was covered in a layer of dust and fine sand. Strephon motioned at the Servitors; the lights on their mechanical arms flicked on and the team moved deeper into the complex.

```
<...INTEGRATED SENSOR #627A-94D TO STRATEGIC COMMAND CLUSTER 34...>  
ITEM: HEAT AND SEISMIC SIGNATURES CONFORMING TO HUMAN PATTERNS DETECTED  
WITHIN BAY 346
```

```
<...STRATEGIC COMMAND CLUSTER 34...>  
REACTIVATION OF PROCESSING NODES 40-60: COMPLETE  
ALL SYSTEMS: ONLINE  
POWER CONSUMPTION: NOMINAL  
ELAPSED TIME: 15462 YEARS, 180 DAYS, 3 HOURS, 45 MINUTES, 19.67 SECONDS,  
LOCAL SIDEREAL TIME  
ITEM: HUMAN HEAT AND SEISMIC SIGNATURES FROM INTEGRATED SENSOR #127A-94D  
ESTIMATION: CHANCE OF INTRUDERS BEING COMBINE PERSONNEL: UNABLE TO  
COMPUTE. INSUFFICIENT DATA.  
ESTIMATION: CHANCE OF INTRUDERS BEING HOSTILE: UNABLE TO COMPUTE.  
INSUFFICIENT DATA.  
CONCLUSION: MORE DATA NEEDED FOR ANY MEANINGFUL ANALYSIS.
```

```
<...STRATEGIC COMMAND CLUSTER 34 TO REGIONAL COMMAND CLUSTER DELTA-SIGMA  
84...>  
ORDERS: REACTIVATE MARK V OGRE UNIT #B456, AKA ARCAZOR.  
ORDERS: ASCERTAIN IDENTITY OF HUMAN INTRUDERS AND TRANSMIT DATA FOR FURTHER  
ANALYSIS.
```

The beams of light provided small comfort from the heavy oppressive darkness. They were in some vast space, its full dimensions still unknown. Heavy machinery and gantries were revealed briefly as the lights swept over them. Strephon could guess at their function; they were not unlike those used in servicing Titans. Evidently they were in some sort of repair bay.

Light suddenly flared and Strephon fell back a step in shock. The bay lights glared down with a brightness undiminished for all the eons they had lain unused. Revealed in the harsh light was a huge vehicle unlike anything Strephon had ever heard of, let alone seen. Two bulbous turrets on the machine's front each housed a deadly looking barrel. A trio of more slender barrels jutted from each flank and smaller weapons studded the rest of the hull. The entire vehicle was made of the same almost indestructible material found on the complex doors. For a moment nothing happened and Strephon almost started to believe they had just triggered the lights by accident when the machine spoke.

THIS IS THE MARK V OGRE ARCAZOR SPEAKING. YOU ARE IN THE VINDEMIATRIX STRATEGIC COMMAND CENTER. YOU ARE IN TERRITORY OWNED BY THE COMBINE OF STARS. PRODUCE PROOF OF COMBINE AUTHORIZATION OR CITIZENSHIP IMMEDIATELY. FAILURE TO DO SO WILL RESULT IN TERMINATION.

Strephon stumbled back, mumbling a hoarse prayer to the Machine God. The other Adepts likewise invoked the Machine God to protect them. The machine had spoken! In no less than an unbelievably ancient and archaic version of the language used by the Adeptus Mechanicus!

```
<...STRATEGIC COMMAND CLUSTER 34 TO CRYPTOLOGICAL CLUSTER 34.1...>  
ITEM: EXTREME LINGUISTIC SHIFTS HAVE OCCURRED.  
ORDERS: DEVISE TRANSLATION PROGRAM.  
ITEM: PROCESSING PARTITION FOR THIS TASK INCREASED BY 250%  
  
-----  
<...CRYPTOLOGICAL CLUSTER 34.1 TO STRATEGIC COMMAND CLUSTER 34...>  
ORDERS RECEIVED AND ACKNOWLEDGED.  
ESTIMATION: COMPLETION OF TRANSLATION PROGRAM IN 37.89 LOCAL SIDEREAL  
SECONDS.
```

Half a minute had gone by and the machine had not spoken again. At the urging of his fellow Adepts, Strephon edged forward again. No sooner had he taken the first step then the machine spoke again.

This is the Mark V Ogre Arcrazor speaking. You are in the Vindematrix Strategic Command Center. You are in territory owned by the Combine of Stars. Produce proof of Combine authorization or citizenship immediately. Failure to do so will result in termination.

This time it was understandable! Strephon felt another wave of awe and ecstasy sweep over him. A living machine! Desperately reining in his emotions, he straightened, adjusted his bionic eye and addressed the machine.

"Great Ogre, if that is what form of machine you are. You who hail from the ancient Dark Age of Technology, hear us. We are Adepts and Priests of the almighty Machine God which has imbued you with its essence. We serve the same master! We are representatives of the Adeptus Mechanicus, itself a part of the great Imperium of Man!"

```
<...STRATEGIC COMMAND CLUSTER 34 TO CRYPTOLOGICAL CLUSTER 34.1...>  
QUERY: ACCURACY OF NEW TRANSLATION PROGRAM.  
  
-----  
<...CRYPTOLOGICAL CLUSTER 34.1 TO STRATEGIC COMMAND CLUSTER 34...>  
ESTIMATION: 99.99% TRANSLATION ACCURACY.
```

```
<...STRATEGIC COMMAND CLUSTER 34...>  
ITEM: IMPERIUM OF MAN IS A NEW INTERSTELLAR STATE. ADEPTUS MECHANICUS IS A  
SUBUNIT OF IMPERIUM OF MAN. STRONG RELIGIOUS OVERTONES AND BEHAVIOR  
OBSERVED.  
NOTE: DATA TRANSMITTED TO INTELLIGENCE CLUSTER 34.2 FOR FURTHER  
ANALYSIS.  
ITEM: ALL REGIONAL COMMAND CLUSTERS EXCEPT DELTA-SIGMA 84 UNREACHABLE.  
ITEM: ALL ORBITAL SATELLITES AND PLATFORMS UNREACHABLE.  
ITEM: NO COMBINE SIGNALS RECEIVED FOR 15312 YEARS, 80 DAYS, 6 HOURS, 29  
MINUTES, 58.81 SECONDS, LOCAL SIDEREAL TIME.  
ITEM: NO CURRENT SIGNALS DETECTED ON STANDARD COMBINE FREQUENCIES  
CONCLUSION: IMPERIUM OF MAN IS HOSTILE.  
CONCLUSION: ALL OTHER COMBINE ASSETS AND FORCES HAVE BEEN RENDERED  
INOPERATIONAL. PLANET IS UNDER OCCUPATION OF IMPERIUM OF MAN.  
NEW DIRECTIVES:  
1. RE-ESTABLISH CONTACT WITH COMBINE HIGH COMMAND.  
2. PENDING FURTHER ORDERS, DESTROY THE IMPERIUM OF MAN.
```

```
<...STRATEGIC COMMAND CLUSTER 34 TO MARK V OGRE UNIT #B456, AKA  
ARCRAZOR...>  
ORDERS: ELIMINATE THE INTRUDERS.
```

Strephon's bionic eye caught the tiny almost imperceptible swiveling of one of the small turrets on the machine's hull. The blood drained from his face, and even as he turned to shout a warning he knew it was too late. The Servitors moved to shield the Tech Priests but they provided protection for no more than a fraction of a second, before the hiveloc rounds tore through their mechanized bodies. As Strephon collapsed to the ground in a firestorm of searing pain, regret and despair flashed briefly through his mind before the darkness took him.

<...STRATEGIC COMMAND CLUSTER 34 TO REGIONAL COMMAND CLUSTER DELTA-SIGMA 84...>

ORDERS: REACTIVATE ALL FORCES IN PREPARATION FOR IMMEDIATE OFFENSIVE OPERATIONS. ALL FORCES REQUIRING CREW ARE TO BE REFITTED TO ALLOW FOR UNMANNED OPERATION.

ORDERS: ESTABLISH BASES FOR EXPLORATION OF LOCAL RESOURCES AND CONSTRUCTION OF ADDITIONAL FORCES. CONSTRUCT DEFENSES AS NECESSARY TO SECURE PERIMETER.

ORDERS: CONSTRUCT SILENCER CLASS MISSILE FACILITIES AND VIGILANCE CLASS ORBITAL DEFENSE LASERS

ORDERS: ELIMINATE ALL IMPERIUM OF MAN SHIPS IN ORBIT.

<...REGIONAL COMMAND CLUSTER DELTA-SIGMA 84 TO STRATEGIC COMMAND CLUSTER 34...>

ORDERS RECEIVED AND ACKNOWLEDGED.

<...STRATEGIC COMMAND CLUSTER 34 TO ALL FORCES...>

ORDERS: UNTIL COUNTERMANDING ORDERS ARE RECEIVED FROM COMBINE HIGH COMMAND, ALL IMPERIUM OF MAN FORCES ARE TO BE CONSIDERED HOSTILE. ELIMINATE WITH EXTREME PREJUDICE AND TAKE NO PRISONERS.

History

The Dark Age of Technology gave rise to many wonders. Mankind reached the stars and developed technologies that allowed him to reshape the face of entire star systems. But it was not always a time of peace and discovery. For on the periphery of human expansion war flared between human and alien. What would later be called the 'Alien Wars' embroiled much of the fledgling human empire and saw mankind turn his newfound scientific and technological ability again to the art of war.

The mighty Titans were one such product of these developments, and they saw action throughout human space. But it was the breakthrough developments in neural net artificial intelligence's that led to the most feared weapons of that era. Encased first in modified tanks then into multi-ton monster vehicles – these soulless cybernetic killers became the most feared weapon on the battlefield.

Although officially known as Autonomous Cybernetic Armored Vehicles, in common usage they were referred to from a name drawn from the darkest tales of Earth's past. They were called Ogres...

Special Rules

Independent

Each Ogre is an individual, and makes a separate Initiative roll from the rest of the player's forces. They receive a +1 bonus for this purpose. If there are multiple Ogres each Ogre rolls separately, ties are rerolled.

Size

All Ogres are Praetorian-class units. Due their robotic nature and construction, Ogres do not require orders. They may always move at maximum rate and fire in the first fire segment.

Cybernetic

Ogres are Inorganic, Robotic and never take morale checks for any reason. They are immune to ethereal psychic powers.

Ogre Record Sheets

Ogres do not use hit location templates, instead they use an Ogre Record Sheet. Unless specified otherwise by a particular scenario, this sheet is not a secret – any player may see the current status of the Ogre.

Movement

Ogres are able to cross terrain most armored vehicles would not even have a chance of moving over. This includes under water, through swamps, and over broken terrain on a nuclear battlefield. Ogres use the following terrain modifiers in place of those in the Core Rules:

Terrain Type	Ogre Movement
Woods / Forest	Normal
Craters, rough ground and other difficult terrain	Normal
Buildings	Impassable
Razor wire / Fences / Trenches	Normal
Under Water	Special *

* While an Ogre cannot float, it can crawl along the bottom of any body of water at half speed. A submerged Ogre may not fire any weapons, but may engage other submerged units in Close Combat. It may only be attacked by other tacnuke weapons and heavy artillery.

Tread Units

Tread units represent the current status of the Ogre's movement capability. A "tread unit" is not a physical item of any kind, rather it is a unit of measure. When all of an Ogre's tread units are gone, the Ogre may well have some treads and motors left... but not enough to move it!

Damaging Tread Units

Attacks may be directed at an Ogre's treads to destroy tread units. Every successful 'kill' on a tread unit destroys one tread unit. When all of an Ogre's tread units have been destroyed, the Ogre may no longer move. The Ogre can still fire at any target within range of its remaining weapons.

The Ogre does not expend tread units by moving. It does lose tread units when it rams enemy units or suffers falling damage. Most Ogres start with a move of 20 cm. When its tread units are reduced by 1/6 their original number, the Ogre's move is reduced by an equivalent percentage. With each subsequent destruction of 1/6 of the original tread units, another block of movement is lost, gradually slowing the Ogre down.

The Ogre Mark IV, Ninja and a few relatively rare units are faster than most Ogres. Each such unit starts with a movement value of 30 cm, which is reduced for the loss of every 1/8 of its original tread units.

Ogre Weapons

An Ogre has a number of different weapon systems, each with its own particular capabilities. The Ogre's record sheet will show the particular combination of weapons each Ogre has. In general, the bigger the Ogre, the

more weapons it starts with. As with any other unit, an Ogre must nominate a target for every attack die before rolling To-Hit.

Tacnukes

Most Ogre weapons fire tactical nuclear warheads usually referred to as ‘tacnukes’. These are area-effect weapons, and a near miss by a tactical nuclear weapon is almost as dangerous as a direct hit. To represent the effect of a tacnuke weapon, first nominate a target for each attack die. If you hit, the target must make an armor save with the “direct hit” TSM. Now lay down the 6 cm barrage template and make an attack roll against every model that is at least half under the template, using the “spillover” TSM.

If you miss your original target, scatter the template 2d6 cm and make an attack roll against everything underneath, using the “spillover” TSM.

Tacnukes have the “Damages Buildings” special ability. If you’re firing at the building (or a unit inside one) it will take a “direct hit”, otherwise it must make an armor save at the “spillover” TSM.

Main Battery: An Ogre main battery is a large railgun.

Secondary Battery: Ogre secondary batteries are similar in nature to the main batteries, but slightly less powerful and more lightly armored.

Antipersonnel Batteries: The AP batteries are only truly effective against thin-skinned targets, such as unarmored command posts, civilian buildings, transport vehicles... and, of course, infantry.

Missiles: Each Ogre missile is a one-use weapon – once fired it is gone. The missile saving throw only applies if the missile is still being carried by the Ogre. If a missile is destroyed before it is fired, the Ogre cannot use it in an attack obviously. Individual missiles carried by an Ogre are fired and targeted separately. All missiles use the big 12 cm barrage template. The missiles may fire indirectly if there is a spotter available or the Ogre’s conning tower has a LOS.

Some Ogres mount their missiles externally, and can fire any number of their remaining missiles each turn. Thus, an undamaged Mark V can fire up to six missiles in a single turn. Other cybertanks, such as the Fencer, carry their missiles internally, and require missile racks (see below) to launch their attacks. If a unit has missile racks, its missiles cannot be targeted separately.

Missile Rack: The missile rack is a specialized system for firing Ogre missiles. Each missile rack may fire one missile per turn. Therefore, an undamaged Ogre Mark IV, with three missile racks, can fire the missiles each turn. The missiles for this system are stored in bays within the Ogre itself and can only be fired through the missile racks. Missiles stored within an Ogre cannot be destroyed. If all of an Ogre’s missile racks are destroyed, it may no longer fire any missiles remaining in its storage bays. The destruction of a missile rack destroys one missile at the same time.

Line of Sight

Ogres possess a ‘conning tower’, which is in actuality a complex system of sensors mounted on a mast for better line of sight. The Ogre may trace line of sight from the top of its sensor tower and fire all of its weapons normally (even if the target is totally behind cover). Enemies may still fire at the sensor tower and it does not receive terrain bonuses for whatever cover the Ogre is behind (unless the cover is taller than the tower, of course).

Anti-Aircraft

The Ogre’s incredible reaction speeds and advanced targeting systems allow it to fire at flyers in the same manner as anti-aircraft weapons. Only AP batteries may not be used in this role. There is no penalty to hit or range reduction for the Ogre when its weapons are used in this way. Weapons fired in the flyer phase may not be fired again later in the turn.

Snap Fire

If the Ogre player wishes, it may ‘snap-fire’ any or all of its non-missile weapons in the same manner as any weapon on First Fire orders. There is no penalty to hit associated with this, as per the special ability Quickdraw.

Weapon	Range	Attack Dice	To-Hit	TSM	Notes
Main Battery	150 cm	1	2+	-6	Tacnukes, Spillover TSM is -3
Secondary Battery	120 cm	1	3+	-4	Tacnukes, Spillover TSM is -2
Antipersonnel Battery	60 cm	1	4+	-1	
Missile	250 cm	8 BP	3+	-3	Use the 12 cm template

Close Combat

Ogres are terrible to behold in Close Combat. Guns blazing, they usually just roll right over enemy units without slowing down, crushing tanks under their treads and scything down infantry with point blank shots from their AP batteries.

Due to their massive bulk and armaments (not to mention their almost invulnerable BPC plating) Ogres never count as being outnumbered in Close Combat. Opponents never gain extra dice for multiple attackers.

Losing Close Combat

If an Ogre loses a round of Close Combat, the attacker may destroy (not just disable) a component of his choice or knock out D6 tread units.

Shooting At An Ogre

Ogres are unique battlefield units and this is represented by the way in which they are targeted and damaged.

Hit Locations

An Ogre is divided up into multiple hit locations, representing different sections on the cybertank. An enemy must nominate one of these sections as a target. This is different from firing at a titan – here you pick a location then roll To-Hit.

Template Weapons

Weapons with a template may not attack an specific area on the Ogre, instead they are placed on the Ogre model itself and hit every item under the template.

Other Weapons

Barrage Weapons: Standard explosive rounds are not very effective against the armored bulk of an Ogre. To represent this all BP totals from barrage weapons are halved for the purposes of determining if the strikes hit

Doomweaver Templates: Ogres are unaffected by Doomweaver templates in any way.

Vortex Missiles: A vortex template or missile hits D4 areas on the Ogre. The Ogre's player may choose which areas are actually hit. Each hit allocated to the track units result in the loss of D6 tread units.

Stasis Fields: Ogres are too large to be affected by Stasis fields.

Tacnuke Template: Tacnukes only affect one target on the Ogre and are declared in the same manner as any other direct fire weapon.

Harpoon: The harpoon has no effect on an Ogre.

Tracks Down

In any terrain or situation where an Ogre gets a defensive bonus from terrain it counts as "tracks down" even if the attacker can "see" its chassis and target it normally. While "tracks down" the Ogre's track units count as having a saving throw of 2+ on 2d6. An Ogre may voluntarily declare "tracks down" during the Compulsory Movement phase, forgoing all movement (including turning) for the turn.

Damaging an Ogre

Ogres are incredibly resilient, able to continue on despite massive damage. Like unstoppable mechanized juggernauts of destruction they rumble across the future battlefields.

BPC Armour

Ogres are armored with BPC: biphased carbide armor. Formed of artificial diamond fibers in a carbon matrix, a thick enough layer of BPC can resist even an atomic explosion – and Ogres carry meters of BPC plating. The central hull of an Ogre is effectively indestructible, and the only hope of defeating an Ogre is to destroy enough of its external systems so

All Ogres roll 2D6 for all saving throws instead of the usual 1 die. This represents the incredible strength and durability of the armor.

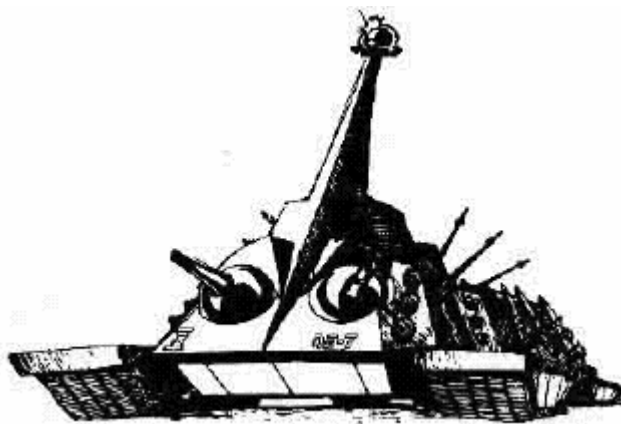
In addition only weapons with a TSM of at least –1 have any chance of affecting an BPC armored unit.

Component	Armor Save on 2D6
Sensor Tower	2+
Main Battery	2+
Secondary Battery	3+
Antipersonnel Battery	5+
Missile	3+
Missile Rack	2+
Tracks	6+

Disabled Systems

With the exception of track units and missiles, an Ogre component is often not actually destroyed if it fails its save. Roll on the System Damage Table (below) after a failed armor save. On a result of “Damaged” the system is being repaired – the Ogre player may roll 4+ on a D6 during the End Phase for each damaged system to bring it back online. If a disabled component is damaged again, it is destroyed.

Roll	Effect
1	No Effect.
2 - 3	The system is disabled. Roll a 4+ on a D6 to repair it in the End Phase. A second damaged result on an already damaged system will destroy it.
4 - 6	The system is destroyed.



Ogre Mark III

The first really successful front-line unit, the Mark III became a mainstay of both Federation and Combine forces. It costs 100 points to field an Ogre Mark III.

Move	CAF	Repair
15 cm	+14	4+

Component	Systems	Range	Attack Dice	To-Hit	TSM	Notes
Main Battery	O	150 cm	1	2+	-6	Tacnukes, Spillover TSM is -3
Secondary Battery (4)	OOOO	120 cm	1 each	3+	-4	Tacnukes, Spillover TSM is -2
Antipersonnel Battery (8)	OOOO OOOO	60 cm	1 each	4+	-1	
Missile (2 external)	OO	250 cm	8 BP	3+	-3	Use the 12 cm template
Sensor Tower	OO					
Tread Units (48)	OOOOOOOO	When these are destroyed, movement drop to 13 cm				
	OOOOOOOO	When these are destroyed, movement drop to 10 cm				
	OOOOOOOO	When these are destroyed, movement drop to 8 cm				
	OOOOOOOO	When these are destroyed, movement drop to 4 cm				
	OOOOOOOO	When these are destroyed, movement drop to 2 cm				
	OOOOOOOO	When these are destroyed, movement drop to 0 cm				

Pick a system and roll To-Hit. Only weapons with a TSM of at least -1 are effective. On a hit, make an Armor Save on 2D6. If the save is failed, roll on the System Damage Table.

Component	Armor Save on 2D6
Sensor Tower	2+
Main Battery	2+
Secondary Battery	3+
Antipersonnel Battery	5+
Missile	3+
Missile Rack	2+
Tracks	6+

System Damage Table

Roll	Effect
1	No Effect.
2 - 3	The system is disabled. Roll a 4+ on a D6 to repair it in the End Phase. A second damaged result on an already damaged system will destroy it.
4 - 6	The system is destroyed.

Ogre Mark V

Larger and more formidable than any of its predecessors, the Mark V costs 150 points to field.

Move	CAF	Repair
15 cm	+16	4+

Component	Systems	Range	Attack Dice	To-Hit	TSM	Notes
Main Battery (2)	OO	150 cm	1	2+	-6	Tacnukes, Spillover TSM is -3
Secondary Battery (6)	OOOOOO	120 cm	1 each	3+	-4	Tacnukes, Spillover TSM is -2
Antipersonnel Battery (12)	OOOOOO OOOOOO	60 cm	1 each	4+	-1	
Missile (6 external)	OOOOOO	250 cm	8 BP	3+	-3	Use the 12 cm template
Sensor Tower	OOO					
Tread Units (60)	OOOOOOOOOO					When these are destroyed, movement drop to 13 cm
	OOOOOOOOOO					When these are destroyed, movement drop to 10 cm
	OOOOOOOOOO					When these are destroyed, movement drop to 8 cm
	OOOOOOOOOO					When these are destroyed, movement drop to 4 cm
	OOOOOOOOOO					When these are destroyed, movement drop to 2 cm
	OOOOOOOOOO					When these are destroyed, movement drop to 0 cm

Pick a system and roll To-Hit. Only weapons with a TSM of at least -1 are effective. On a hit, make an Armor Save on 2D6. If the save is failed, roll on the System Damage Table.

Component	Armor Save on 2D6
Sensor Tower	2+
Main Battery	2+
Secondary Battery	3+
Antipersonnel Battery	5+
Missile	3+
Missile Rack	2+
Tracks	6+

System Damage Table

Roll	Effect
1	No Effect.
2 - 3	The system is disabled. Roll a 4+ on a D6 to repair it in the End Phase. A second damaged result on an already damaged system will destroy it.
4 - 6	The system is destroyed.

Ogre Fencer

The Fencer has nothing comparable to an Ogre main gun. Instead, its main armament consists of four missile racks and an internal storage bay holding 20 missiles. It costs 140 points to field a Fencer.

Move	CAF	Repair
15 cm	+14	4+

Component	Systems	Range	Attack Dice	To-Hit	TSM	Notes
Secondary Batteries (2)	OO	120 cm	1 each	3+	-4	Tacnukes, Spillover TSM is -2
Antipersonnel Batteries (8)	OOOO OOOO	60 cm	1 each	4+	-1	
Missile Racks (4)	OOOO	250 cm	8 BP	3+	-3	Use the 12 cm template
Missiles in the Bay	OOOOOOOOOO OOOOOOOOOO		Each rack may fire 1 missile per turn. If a rack is destroyed, 1 missile is also destroyed.			
Sensor Tower	OO					
Tread Units (48)	OOOOOOOO	When these are destroyed, movement drop to 13 cm				
	OOOOOOOO	When these are destroyed, movement drop to 10 cm				
	OOOOOOOO	When these are destroyed, movement drop to 8 cm				
	OOOOOOOO	When these are destroyed, movement drop to 4 cm				
	OOOOOOOO	When these are destroyed, movement drop to 2 cm				
	OOOOOOOO	When these are destroyed, movement drop to 0 cm				

Pick a system and roll To-Hit. Only weapons with a TSM of at least -1 are effective. On a hit, make an Armor Save on 2D6. If the save is failed, roll on the System Damage Table.

Component	Armor Save on 2D6
Sensor Tower	2+
Main Battery	2+
Secondary Battery	3+
Antipersonnel Battery	5+
Missile	3+
Missile Rack	2+
Tracks	6+

System Damage Table

Roll	Effect
1	No Effect.
2 - 3	The system is disabled. Roll a 4+ on a D6 to repair it in the End Phase. A second damaged result on an already damaged system will destroy it.
4 - 6	The system is destroyed.