

# Einkreisung

An Ogre Battlefields Scenario

2 Players

Playing time: 2-3 hours

## Introduction

In the latter years of the Last War, self-aware cybertanks developed their own strategies for combat. One of the more remarkable tactics was Einkreisung (encirclement) – surrounding, intimidating, and destroying enemy human based forces with Ogres. It was not used often, for it was difficult to overcome the training and mind altering drug regimen fighting units were subject to. Top quality formations almost never succumbed to Einkreisung, while secondary and reserve units could be made to panic when the conditions were right.

Seldom did Einkreisung result in armored forces actually fleeing in panic. What was sought after was a state of confusion and fear that degraded the combat performance of human guided tanks, hovercraft, and powered infantry.

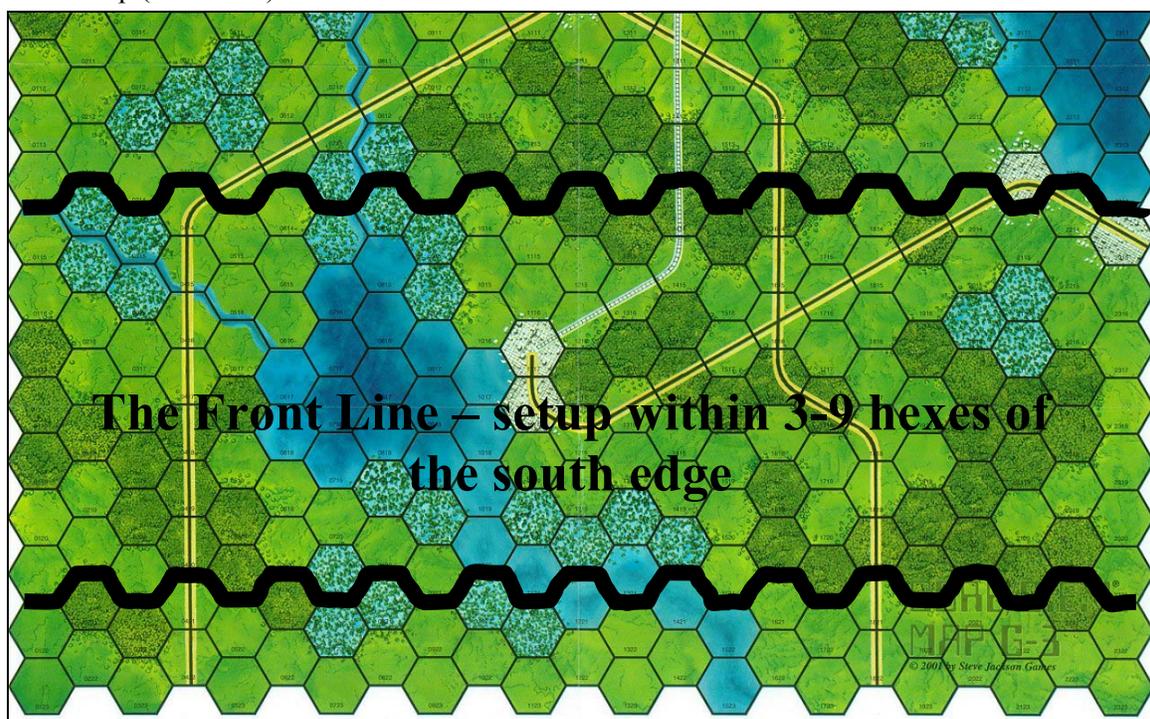
Thus Paneuropean Orges were constantly analyzing intelligence information, looking for the right combinations of morale, supplies, training, even the weather. And when the indicators were right, the huge cybertanks surged to the attack...

## Setup

Paneuropean forces have advanced to within 20 km of Echo Terminus (or E-Terminal). Echo Terminus is an important road/rail hub and supply depot that also has a major autofac nearby. Additionally, computer models have predicted the possible successful use of Einkreisung. The Paneuropeans are pitting all available Ogres to destroy the terminal and autofac.

Use the G-3 map. All bridges are up and all towns are undestroyed. The defending (Combine) player sets up first, all units covered.

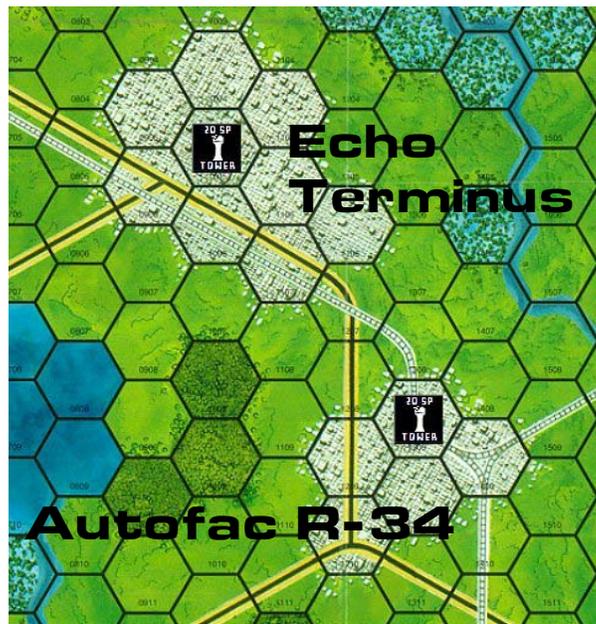
**The Front** – set up the front line first. Units must be placed from 3 to 9 hexes of the south edge of the map (see below).



The front line defenses consist of **48 squads of infantry**, **20 armor units worth of artillery** (either howitzers, light howitzers, or mobile howitzers) and **10 mobile armor units**. The front line is fortified with **16 large revetments**.

Recall that a large revetment increases the defense of the unit inside by 2. Also recall that a large revetment can shelter one howitzer or mobile howitzer, or any two smaller units (6 squads, or two heavies, a heavy and a light tank, a light howitzer and a missile tank, etc). Superheavies and Ogres are too big to be sheltered by revetments. See Ogre Battlefields 4.02-4.04 for more information.

**The NAC Central Reserve** – sets up (covered) in and within 3 hexes of Echo Terminus (see map).



The central reserve consists of:

**10 armor units**

**1 Ogre Mark V**

**1 Ogre Mark III**

**2 Superheavy tanks, each towing a howitzer.**

Both the terminal and the autofac have a 20 SP laser tower for defense (located at 1309, 1005).

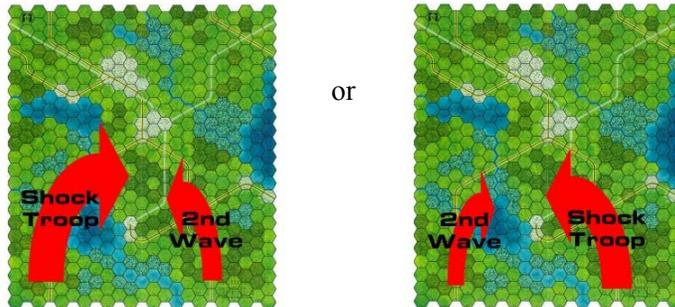
**The Paneuropean Attack** – the Paneuropeans are planning a two pronged attack. They hope to encircle and destroy the Combine defenders.

A “Shock Troop” of **3 Legionnaire (Ogre Mark III) cybertanks** begin the assault, moving first and entering on the south edge of the map (see below). The entry hex is counted for movement. The defenders are uncovered after the first movement phase.

The “Second Attack Wave” consists of a **Fencer-A cybertank** and a **Fencer cybertank**. These units enter at the beginning of turn 4 at the opposite entry point of the initial cybertanks (see below). The entry hex is counted for movement.

**Paneuropean entry** – Paneuropean forces must enter on or within 3 hexes of either road on the southern map edge (hex 0422 or hex 1822). The two groups of attackers must not use the same entry point. If the attacker chooses to enter his Ogres on the south-west road, then the second attack wave must enter on the south-east road, and visa versa.

Both the shock troop and 2<sup>nd</sup> attack wave must enter in their entirety. E.g. – If the shock troop is entering on the south-east road, all units in the troop must enter on or within 3 hexes of the 1822.



### Objectives

The Paneuropean objective is to destroy the Echo Terminus and autofac R-34. Each of the 14 city hexes can be attacked in the usual manner (GEV 8.03).

The Combine objective is to preserve the terminal and autofac and to destroy the attacking Ogres.

### Special Rules

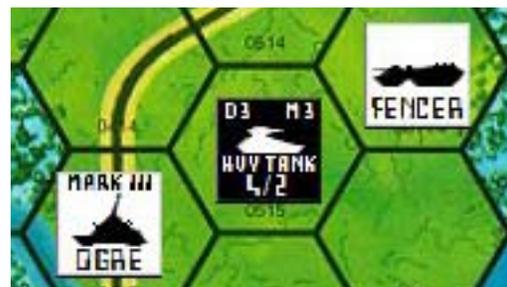
The optional Ogre self-destruct rule is not allowed.

If you are playing this scenario with cyberboard, use the following mechanism to control the lasers. At the end of the defenders setup and at the end of each turn, the Combine player issues orders to his lasers. Their mission for the next turn will be either “interdiction” or “direct fire support”. Interdiction means that the lasers will fire at all Ogre missiles, on a first come first serve basis. If an Ogre missile is intercepted, they cannot fire during the Combine player’s turn. If the order issued is “direct fire support”, the lasers will not attempt to intercept any Ogre missiles, but can be fired during the Combine player’s turn.

The Combine player must announce his intentions after he sets up and at the end of each turn.

This is an attempt to handle the firing of lasers with cyberboard. In the board game, a player can choose each and every time an Ogre missile is fired whether or not he wants to try an intercept. With cyberboard, the Paneuropean player will know beforehand his missiles may be intercepted, and he may even fire at low priority targets first, hoping his missile gets intercepted, in order to hit a high priority target with a later missile. The only thing I can say is hey, it’s not a perfect world.

**Einkreisung (optional)** – If two Ogres are on either side of an enemy unit, resolve any attacks by the Ogres *one column to the right*. So a 2-1 attack is resolved like a 3-1 attack. Einkreisung does not affect Ogres.



## **Strategy**

Get ready for some high intensity combat! Multiple Ogres and close quarters means the battle develops quickly.

The Paneuropean player has a powerful force, yet he faces a daunting defense. His attacking Ogres will be in the thick of it on turn 1. They only have a turn or two to inflict maximum damage before the Ogres of the NAC reserve are on them. They do have the advantage of the first attack. Keep a few missiles back to blast the plentiful Combine artillery. There's no reason not to stack all the Ogres.

The Combine player must try to eliminate the Mark IIIs quickly, and then he must switch fronts to take care of the Fencers. Good use of his numerous infantry will be critical. Lucky rolls with the lasers can also make a difference, especially with the Legionnaires, who only have 6 missiles between them.

Infantry in revetments in trees = hard to kill!

## **Victory**

The victory conditions are solely dependant on how much of the terminal and autofac are destroyed.

All 14 city hexes destroyed – Complete Paneuropean victory.

9-13 city hexes destroyed – Paneuropean victory.

5-8 city hexes destroyed – Combine victory

Less than 5 city hexes destroyed – Decisive Combine victory.

## **Rules Reader**

To get you up to date! You need a little more than Ogre/GEV to play this scenario.

Lasers – Shockwave section 6.00

Structure Points – Shockwave 5.03 – 5.044

Towing – Ogre Reinforcement Pack section 4.00

Revetments – Ogre Battlefields 4.02 – 4.04

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Comments, feedback, or questions welcome. Email me at [tkoehler1@woh.rr.com](mailto:tkoehler1@woh.rr.com).