

Ravaged Coast

Introduction – Europe 2092

The North American Combine has begun a general invasion of Europe. The Paneuropean Federation is fighting for it's life. This scenario depicts an attempt by Combine leaders to move critical recovered Doppelsoldner parts along the coast, and the Paneuropean attempts to stop them.

Intelligence sources indicated that it would be a cake walk. The coastal defenses had already been nuked by cruise missiles, and there were no reinforcements available. As often is the case in war, "intelligence" was wrong on all three counts.

Setup

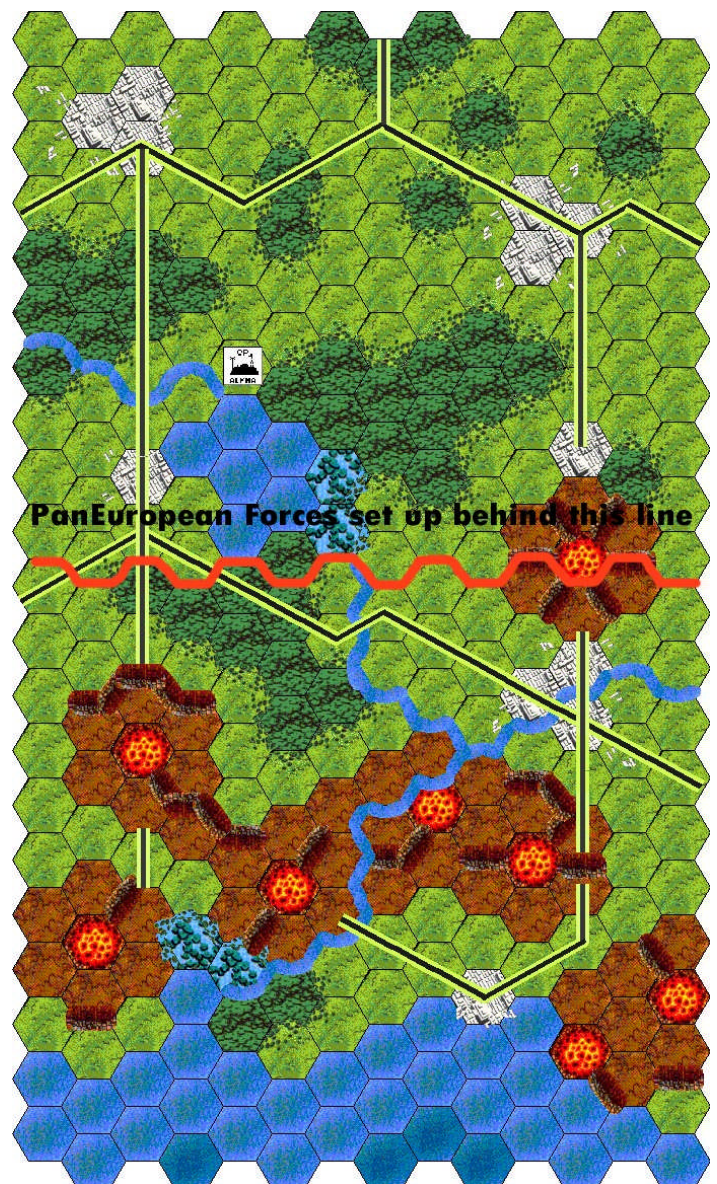
Use the Ravaged Coast map. It shows the European coast, already suppressed by cruise missile barrage. You'll see features from both the GEV and OGRE maps. All towns are undestroyed and bridges are up.

The map can be accessed two ways. If you use cyberboard for PBEM, there is a cyberboard gamebox "Ogre v2.0.gbx" you can download, which has a few enhancements over the Ogre_v10 gamebox – one of which is that it supports the Ravaged Coast map. The scenario file "Ravaged Coast.gsn" has all you need to get started.

To play the board game, print the bitmap "Ravaged Coast Map.bmp" onto legal size paper. The hexes will fit the original cardboard counters perfectly.

The defending (Paneuropean) player receives **two armor units** and **nine squads of infantry**. The defender sets up first at or behind the furthest inland cruise missile strike (see map). Place CP Alpha (D1 M0) at 0507.

The attacking (Combine) player chooses **seven armor units** after the defender sets up. Armor units enter on the coast, with the first land hex counting as movement.



Four Combine Heavy Trucks, carrying their precious cargo enter on road hex 1414 on the beginning of turn 3. Their escort, **two more armor units**, land on any coast at the same time, with the first land hex counting as movement.

You'll need to use heavy truck counters. They are found in the scenario under available units. If you are playing the board game, feel free to cut out and fold together, then glue the counters below:



The attacker moves first.

Reinforcements

The Paneuropean player receives 1 reinforcement at the beginning of each turn every turn while CP Alpha exists. If CP Alpha is destroyed, reinforcements are cut to 1 unit every 2 turns. Roll once to determine the reinforcement type, and once to determine the entry point.

<i>Reinforcement Type</i>	<i>Entry Hex</i>	
1. Heavy Tank	1 or 2	0104
2. Light Tank	3 or 4	0801
3. Missile Tank	5 or 6	1404
4. GEV		
5. GEV-PC with 3 squads riding		
6. LGEV		

Objectives and Victory Conditions

The Combine player's primary objective is to escort four highly valuable heavy trucks from the east side of the map (they enter on turn 3 at 1414) and have them safely escape off the western edge of the map.

The Combine player's secondary objective is to destroy the forward command post at 0705. This will drastically lower the number of reinforcements the Paneuropean player receives.

The PanEuropean player's objective is to preserve CP Alpha, thus keeping a steady flow of reinforcements coming, and to destroy as many of the trucks as possible before they exit off the western edge of the map.

The victory conditions are solely dependant on the number of trucks that manage to exit off the west side of the board:

All 4 trucks exit	Decisive Combine Victory
3 trucks exit	Marginal Combine Victory

2 trucks exit	Draw
1 truck exits	Marginal Paneuropean Victory
All trucks destroyed	Decisive Paneuropean Victory

Strategy

Combine:

You have two options – the offensive strategy and the defensive strategy. Choosing the offensive strategy means going for the CP in order to cut down on your enemy's reinforcements. Start with plenty of GEVs and be warned – do not attack half heartedly. The terrain on this board favors infantry on the defense. The defensive strategy forgoes the CP and results in an all out battle in the southwest corner of the board.

Choose one of three routes for your trucks. Choose from: a) sending your trucks along the waters edge, and they'll get to the other side on their ninth move. b) send them over the craters, and they'll clear the map on the seventh move, or c) send them along the road, in which case they can cross the map in five moves. The closer they are to the enemy, the faster they go!

The trucks are slow and extremely vulnerable. Almost any hit will destroy them.

Paneurope:

The Combine player has the initiative. You must react accordingly. Choose your choke points in the south and try to bag the big trucks. A HWZ or MHWZ is a great long range weapon to start off the game with, and will be a great asset if it survives.

Variants

The Combine player lands a single **Ogre Mark III** on turn 1. Allow the Paneuropean player to place CP Alpha anywhere on the map, and increase the defensive force to **fifteen squads** and **nine armor units**.

The trucks and **two armor units** escort enter at the beginning of turn three just like the basic scenario.

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