

Diceland®

Ogre®

Paper Dice Game

Game Overview

Diceland® is a unique tabletop game that uses paper dice as the pieces. The game requires a mix of strategy, luck, and skill.

Diceland: Ogre is a stand-alone expansion for Diceland, and contains eighteen dice based on the classic Steve Jackson games **Ogre®** and **G.E.V.®**. Seventeen of these dice are normal-sized Diceland units (Tanks, Infantry, etc.), and the eighteenth is a giant Ogre die. All these dice are compatible with each other, and with all other Diceland sets.

In Diceland, players take turns throwing and maneuvering their armies of paper dice. Players score points by shooting each other's dice, and the first player to score 50 points wins. An average game lasts about 20 minutes.

Diceland contains concepts and game mechanics which are unique even to experienced game players, so take your time in learning to understand it. Once you grasp the basics of this game, you can expect a fantastic gaming experience.

This rule sheet contains the basic 2-player rules for **Diceland: Ogre**. More information about Diceland is available at our Web site, www.diceland.com. You'll find game variants, multiplayer rules, strategy hints, design articles, artwork, and much more!

Special thanks go out to Steve Jackson and Steve Jackson Games (sjgames.com) for help in making **Diceland: Ogre** a reality!

About the Paper Dice

The "dice" in Diceland are paper octahedrons, 8-sided dice. Each die starts as two halves die-cut on a 5 x 7 card. The dice assemble quickly without tape or glue.

To build a die, punch both halves out of the card and pre-fold all the scores. Press each fold completely flat, so that the die won't try to spring apart once it's built.

Starting with Tab A, snap all the tabs into the corresponding slots. **Do not** assemble both halves and then join them together, as this will result in some interior flaps interfering with each other. Instead, put the tabs into the slots **in alphabetical order**. If you do this properly, tabs E and F will close at the same time.

Take care when building your dice. Although they are made of paper, these dice are durable enough for hundreds of hours of play.

To protect your dice when they are not in use, you should store them in a sturdy box. You can find a lunchbox that holds the Ogre and up to 17 normal dice at www.diceland.com. You can also look for cardboard and plastic boxes at your favorite discount office supply or trendy closet organizer chain store.

Choosing a Table

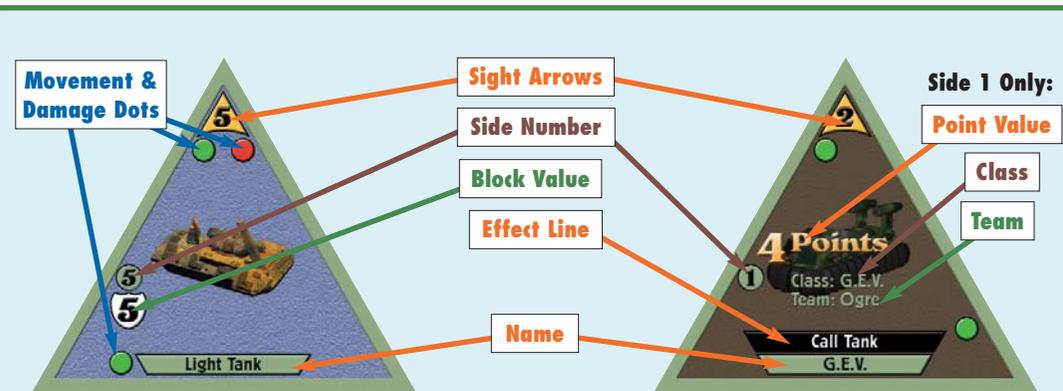
Your playing surface will dramatically affect the quality of the game. The table should be large, level, and free of obstacles. The best surface is a cloth, vinyl, or felt-covered table.

Slick surfaces are not great for Diceland. They allow the dice to slide instead of gripping the table, which makes maneuvering your dice much trickier. If you have a slick table, you might want to put down a tablecloth before you begin.

Using the Counters:

We have printed 20 counters on the interior box flaps, which you can cut out if you choose. These counters can be helpful in tracking complex turns, and can also be useful for marking which dice are whose in a large or mixed-army game.

Flat counters are treated as part of the tabletop, so if a die moves onto one, it's not considered "off the table." We'll talk more about using counters for timing later on. Just be sure you don't discard the box without cutting them out!



Elements of the Die Face

Here is a short overview of the elements of the die face.

Sight Arrow: This arrow tells you which way the die can see. Sight arrows have different colors, shapes, and sizes, and some die faces have more than one arrow. If the die has a Weapon, the number in the arrow shows the strength of that Weapon. The Ogre die's Weapons are also listed on its tracking card.

Side Number: Side numbers usually range from 1 to 8, with Side 1 being the weakest side and 8 the strongest. When a die takes damage, it moves to the next lower side number.

Infantry do not have side numbers as high as 8. Instead, they have 2 sets of sides 1 through 4.

Block: This shield icon shows the die's defense value. If the icon has a color, the die is **immune** to effects of that color. The Ogre is immune to Purple. No other units in this set have immunity.

Effect Line: This text tells you a Special Effect that this die can perform. All these Effects are defined in the rules.

Movement and Damage Dots: The green dots show the directions in which the die can be **maneuvered**. The red dots show how the die will move when it takes **damage**.

Name: This is the name of the die.

Point Value: (Side 1 only) This is the number of points the die is worth when it is **killed**. More powerful dice are worth more points. Point value is also the basis of army construction.

Class and Team: (Side 1 only) **Class** refers to the size and general abilities of the die. Some dice refer to other dice by their class. **Team** shows the die's affiliation, which is also used when constructing armies. All dice in the Ogre set, including the Ogre, are simply "Team: Ogre."

The Ogre Die: The Ogre Die has several features which are unique to that die, including numbered move dots, multiple Weapons, the AP (Antipersonnel), and more. These features are covered together in a special section on the Ogre.

Before the Game

Building an Army: When fighting against an Ogre Mark III, you are allowed to build an army of 30+X points, where X is the size of your smallest unit. You also get a Command Post. Against an Ogre Mark V, you can use a Command Post and up to 50+X points. These are called the "basic" scenarios. Other scenarios are given below, and you can feel free to make up your own.

There is no limit on the number of a particular unit you can include (you can use dice from multiple Ogre sets if you wish), and you can play two armies of 30+X points against each other rather than playing against an Ogre. In such a game, you can opt to give both players a Command Post, or leave the Command Post out.

If you want to run a larger game, you can give each player an army worth 50+X points, or give each player an Ogre Mark III and an additional 30+X points (with or without a Command Post).

If you wish to include units from another game in the basic scenario, any mixed army (i.e., units from more than one Team) is limited to 30 points. In general, mixing teams kills your +X bonus.

It's legal to use a 30+X team from another expansion (three Terran Destroyers, for example, from **Diceland: Space**) and still get a free Command Post when fighting against an Ogre.

Uniqueness: There are no unique dice in this set. If a die were unique, you could put only one copy in your army, and there could be only one copy in play. To learn about uniqueness, read the complete rules at www.diceland.com.

Who Goes First: In the basic scenario, the Ogre player places the Ogre in the middle of the table, or roughly 20 inches from the Command Post, in any orientation he wants. The opposing player places his Command Post at the middle of his edge of the table, and that player takes the first normal turn.

In a two-army scenario, the player whose army is the smallest, i.e., the one that has the smallest total point value, can always decide who goes first. If the point values are the same, flip a coin to determine who will go first. Instead of taking a normal turn, the player who goes first must place one of his dice in any orientation in the exact center of the table to begin the game.

Going first is an advantage in one respect, since you get to place the die however you like. The obvious disadvantage is that you can never score points on the first turn, since you don't shoot.

If both players have an Ogre, start the Ogres in play about twelve inches apart in the middle of the table. If the teams are the same size, determine randomly who will go first. Unless you really want to, Ogre dice never get thrown.

Winning: The first player to score 50 points wins the game. You score points by "killing" enemy dice, which means attacking them with enough power to take them out of play. Dice that are "killed" return after a pause to their owner's hand, and most dice will be thrown many times in the course of a game. What matters is that each die that is killed is worth points for the opponent.

In the basic scenario, the Ogre must score 50 points before it is killed. The Ogre player scores nothing for destroying the Command Post, but destroying the Command Post is helpful in severely weakening the opposing team.

On Every Turn

Each player can take **one** action on each turn, either throwing one die and activating it, or activating a die that's already in play.

You will often take more actions as a result of the first one; however, everything that happens on your turn must begin with just one "primary" action.

"Throwing" dice is described in the box at right. To "activate" a die means to either **maneuver** it, to fire its **Weapon**, or use its **Special Effect**. All of these terms are defined on the next page.

You do not have to take any action on your turn; you can pass. However, if your opponent also passes, you cannot immediately pass again unless you have no other option. (This rule is meant to avert a stalemate condition, but it is rarely invoked.)

Because of effects like **Command** and **Call**, you will often take several actions in the same turn, all stemming from one action.

When you're done with all your actions, it's your opponent's turn. Play proceeds until one player has scored 50 points.

Activating the Command Post: The Command Post has a "Command All" ability, described later. Activating this card is just like activating one of your dice, and counts as your primary action for the turn.

Playing the Ogre: If you have an Ogre, you will never throw the die. Your strategy revolves around moving and shooting with the Ogre. If you want to invent a scenario where an Ogre starts the game in your hand, just be warned that it may crush anything it lands on.

Deep White Sea Players Take Note:

The rules to Diceland have undergone one revision since the release of Deep White Sea. A die is allowed to maneuver when it lands, which was not the case in the original version. In Deep White Sea, a new die could activate its Weapon or Special Effect, but could not maneuver, when it landed.

While there have been other updates in newer versions (such as the definition of the word "shoot"), this is the only change that actually affects game mechanics. The new rule is retroactive to Deep White Sea, so when you play with that set we encourage you to use the updated rules.

Core Definitions

Enemies and Allies: All dice in the game are either Enemies or Allies. All the dice in your army are **Allies**, and all your opponent's dice are **Enemies**. This is true no matter what "Team" they belong to. All the dice in **Diceland: Ogre** belong to the "Ogre" team, but if they are in opposing armies, those dice are not considered Allies. On the other hand, dice from multiple Teams are considered Allies as long as they are in the same army.

Every effect in this game, from a basic Weapon to the most complex Special Effect, is defined in terms of Enemies and Allies.

In Play, In Reserve, and In Hand: There are three places a die can be: in **play**, in your **hand**, or in **reserve**.

All dice start the game in your **hand**. Dice in your hand are off the table and ready to be thrown. Keep these dice someplace off the table, though not necessarily in your hand!

All dice on the table are in **play**.

A die that has just been killed is on hold, or in **reserve**. This die is out of play, but it's not back in its owner's hand. Dice stay in reserve for one round (one turn for each player), then they return to your hand.

Throwing a Die

Because this game has the physical element of dice-throwing, there are specific rules for how to throw the dice.

Your opponent throws from behind this line.

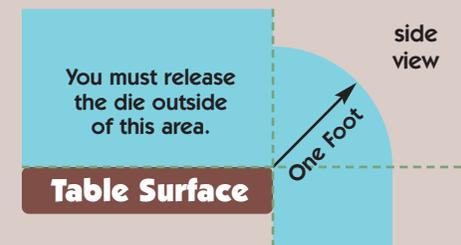
top view



You throw from behind this line.

When you throw a die, you must release it **behind your edge of the table** (see top view, above), and **at least a foot above or behind the edge** (see side view, below).

Note in the figure above that even if the table is round, your "edge" of the table is still a straight line.



If you release the die anywhere inside the blue area, the throw is a **foul**. Your opponent has the option to either **allow** the throw, **prohibit** the die from shooting, or to make you take the die **out of play**. A die removed for this reason goes into reserve. Unless your opponent allows the throw, this kind of foul immediately ends your turn. You can't throw a different die, and you can't take any other pending actions.

Dice Off the Table: After you throw your die, any die that is not resting flat, with all three corners on the table, is considered "off the table" and must be removed from play. Dice that are leaning against other dice, leaning against an obstacle, or have a corner hanging off the edge of the table are all technically off the table. Remove them from play immediately.

Dice knocked off the table do not go into reserve, but return directly to their owner's hand.

If **the die you throw** goes off the table, there is no extra penalty. However, if you knock **any other dice** off the table, your opponent scores the point values of those dice regardless of who owns them. This can be costly, so throw carefully!

Hitting Other Dice: As long as you don't knock them off the table, it's perfectly legal to disturb other dice with the die you throw. Hitting other dice is an important element in Diceland, because you can weaken enemy positions with well-aimed throws, as well as help your own.

Examples: Your opponent's Heavy Tank is sitting on a very powerful side. Regardless of what you throw, you will probably want to hit that die, trying to knock it to a weaker side.

Or, suppose you have a key unit that is on an inconvenient side. Instead of maneuvering it, you could hit it with a new die in an attempt to repair it and also get off a shot with the new die.

It is essential for any Diceland player to spend a little time learning how to throw. However, you'll notice pretty quickly that it's almost impossible to knock over the Ogre.

After the Throw: When you throw a die, that die can be **activated** immediately upon landing. This means it can maneuver, shoot its Weapon, or use its Special Effect.

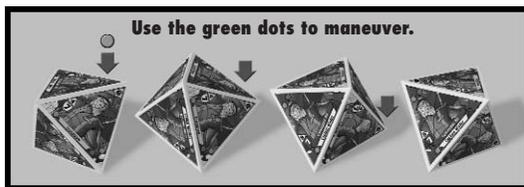
Note: Even a die that knocked others off can still activate!



Maneuvering a Die

To maneuver a die, choose any corner with a **green dot** and press down on that dot. The die will gently roll in that direction and reveal a new face, as shown below.

If a die is up against an obstacle, such as another die or the edge of the table, it can't legally move in that direction. Even if the die would only brush the obstacle, the move is illegal.



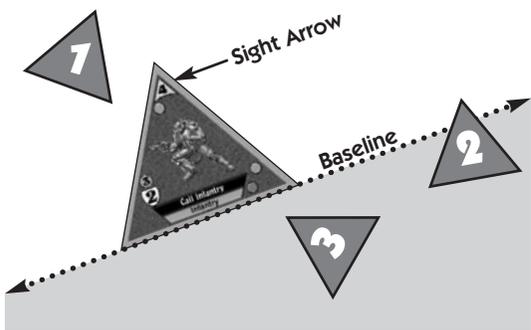
Shooting

When you "shoot" with a die, you are using the die's Weapon. A Weapon is any shot that has an Attack value, i.e., a number written on the Sight Arrow.

None of the Weapons is defined in this rule sheet, because they are all completely summarized by their **Sight Arrows**.

Sight Arrows Determine Sight Lines

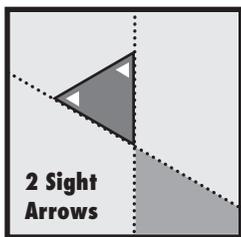
To determine what a die can "see," look at the Sight Arrow. The edge opposite that arrow is the "baseline." Imagine this baseline extending forever in both directions. The die can "see" everything that is even partially **above** that baseline. For example, in the Figure below, the Infantry can see Dice **1** and **2**, but not Die **3**.



Multiple Sight Arrows

In some cases a die will have two arrows of the same color. This die can see **almost** the entire table, with only one 60° blind spot, as shown in the diagram below. As long as these arrows are the same color, they represent a single shot, so if this is a Short-Range Weapon it must hit the single closest target it can see.

If a die has a Sight Arrow in every corner, it can see in all directions. If those arrows are all the same color, it represents a single shot.



The Ogre has multiple Sight Arrows, but in its case each arrow is a different color, and thus represents a different Weapon. When the Ogre shoots, it chooses one Weapon and fires only that. Each Weapon defines its own sight line based on its position, and each Weapon sees only the half of the table above its baseline.

The Ogre's AP (Antipersonnel, the purple triple arrow) represents a purple All-Range arrow in all directions; i.e., the AP hits every target on the table for the amount of damage indicated on the AP icon.

When the Ogre's Weapon systems are destroyed, those Weapons cease to function.

Shooting Range

The **shape** of the Sight Arrow dictates the **Range** of the shot. There are three types of arrows: Short-Range, Long-Range, and All-Range.



Short-Range Arrows: This is the smallest arrow, a simple triangle with a concave base. This type of shot can only hit the **closest visible target**.

Enemies, not Allies, are the legal targets of Weapons, so if there is an Ally in your field of view, you will ignore it when determining the closest target.

Note that "range" has nothing to do with absolute distance, just relative distance. In other words, the **closest** die is always a legal target, even if it's a hundred feet away. The next closest die isn't.

When checking the distance between two dice, always measure between the **closest points** on the **top faces**.

In the Sight Arrows diagram at left, Die **1** is closer to the Infantry than Die **2**, so the Weapon will hit Die **1**. Die **3** is even closer, but it's not visible and therefore it's not a legal target.



Long-Range Arrows: This arrow is a bit larger than the Short-Range arrow, and has a two-piece "pinched" bottom edge. A Long-Range shot can hit **any single target** it can see, not just the closest one.

If the Infantry had a Long-Range shot, he could choose to hit either Die **1** or Die **2**.



All-Range Arrows: This is the largest arrow and is distinguished by a long "tail." A shot with an All-Range arrow hits **every visible target**. The Ogre's AP (Antipersonnel) is also an All-Range arrow, as is the Command Post's Command All.

When you shoot an All-Range Weapon, you can't pick and choose from the legal targets; you will hit every legal target. If the Infantry's shot in the diagram at left were an All-Range arrow, he would hit Die **1** and Die **2**.

Remember, even an All-Range Weapon hits only Enemy dice, so you won't hit your own dice with an All-Range Attack.

Because All-Range arrows have multiple targets, it's important to time their effects correctly. Instead of hitting the targets all at once, an All-Range shot hits the closest target first, and works its way outward from there. (The Command Post's Command starts at the edge of the table and moves forward.) In this way, there is no question about which target is affected first. This matters if hitting the targets in a different order would have a different result.

Hit, Block, and Damage

When one die shoots another, you compare the **Attack value** of the Attacker's Weapon with the **Block value** of the target (the number in the shield-shaped icon).

If the Attack is **equal to or greater than** the Block, the target is "killed." Killing an Enemy die takes it out of play and adds the die's point value to your **score**.

"Killing" isn't permanent. Once killed, a die spends a turn in reserve. After that, it returns to its owner's hand, where it can be thrown again.

If the Attack is **less than** the Block, the target takes **damage**. To damage a die, find the **red dot** and push down. This will move the die one step, to the next lower side number. Damage is just like maneuvering, except that it uses the red dots.

Continuing to damage a die will eventually wear it down to its Side **1**. On Side **1** there are no damage dots, and there is no Block value. On this side, any damage will kill the die, even if that die is an Ogre. (Note that Infantry dice have multiple Side 1s.)

Even if the hit is significantly less than the Block (like a hit of **1** on a Block of **20**), the target still takes the same damage. The only way to avoid taking damage is to have an **immunity** to the color of the shot.

Pinned Dice: If a normal die is unable to take damage because it is blocked by an obstacle or by the edge of the table, **any damage will kill it**, just as if it were on its Side **1**. This is not the case with the Ogre, which kills any normal die it rolls into.

Unit Descriptions

Here is a brief discussion of the eight units in **Diceland: Ogre**. Hints for army building are at www.diceland.com.

Infantry: These lightweights cost just 2 points, but they only work well in teams. With an Infantry-heavy army, your goal is to hit the Ogre as many times as possible on every turn, using the Call Infantry ability to field several units, then using the Command Post to activate the lot. Beware of the Ogre's AP, though; it can clear the board of Infantry in one shot.

G.E.V.s: G.E.V.s (Ground Effect Vehicles) are lightweight, fast-moving units. Like Infantry, they work better in teams, and they can be fielded quickly since they have Call G.E.V. on three sides. They are the only units with Jump and Dodge. They also Call Tank, so to be on the safe side it wouldn't hurt to throw a couple of tanks into your G.E.V. squad. More expensive than Infantry, G.E.V.s are also much less susceptible to the Ogre's AP.

Light Tanks: At just 4 points, Light Tanks are a bargain. They can Call Tank on four sides, and shoot better than a G.E.V., though with less maneuverability and no other Special Effects.

Special Effects

Some dice have **Special Effects** which they can use when they take an action. All the Special Effects in **Diceland: Ogre** are listed below.

For a complete list of special abilities, including all expansions, and notes on how they interact, visit the Diceland Web site, www.diceland.com.

Call: Call affects **Allies**. To **Call** means to throw a new die from your hand into play. The die can be activated when it lands. If that die can also **Call**, you could use it to Call a third die, and so on. Infantry and G.E.V.s are especially talented callers.

You cannot Call a die that is in reserve.

Calls in **Diceland: Ogre** are specialized, as in "**Call Infantry**" or "**Call Tank**." The die you Call must be in your hand and match the criteria in the restriction, so when you "Call Tank," the die you throw must be a Tank.

Command: Command affects **Allies**. A "Command All" tells all your Allies to take an action. This can be very powerful once you have several dice on the table. Each die that receives a Command can take one action. It can move, shoot, or use its special ability.

Only the Command Post has this ability in **Diceland: Ogre**.

Because a Command has multiple targets, you must execute the Commands in the right order, starting with the Command Post's edge of the table. Technically, you give a numbered "Command Flag" to each die that's received a Command, then remove those flags as the Commands are executed. The counters on the interior box flags are designed for use as Command Flags, in case you actually need them. Usually, a good memory is adequate.

When a die executes a Command, follow through all the effects of its action before moving on to the next die. For example, if a die is Commanded to **Call**, the Called die comes into play and takes its action before the next Command is followed. If the Called die can Call another die, that die will also land and act before the next Command is followed.

New dice **can't** get Command Flags after the Command has been issued!

Dodge: Dodge is a continuous effect, which means that it does not require an action. It is functioning for as long as it is showing.

A die with **Dodge** is invisible to all Enemy Sight Arrows, including Weapons and Special Effects, unless it is the **closest visible target** of those arrows. In other words, Dodging units treat all Enemy Sight Arrows as if they were Short-Range arrows. (Allies still see it normally.)

Jump: To Jump means to pick up the activated die and throw it again. The die can activate again when it lands, just as it could after a normal throw. If the die lands on another **Jump** side, it can Jump again, and so on.

Jump also removes Poison counters (an effect from Deep White Sea).

Shoot and Move: The Ogre Die has **Shoot and Move**. This ability allows the Ogre to fire its Weapon and then maneuver in the same turn. This is one of the things that make the Ogre especially hard to kill.

Color Immunity

If a unit has a colored shield icon, that means it's **immune** to everything of that color. Attacks of that color do not damage it, and other effects of that color do not affect it, even friendly ones like Command. A white shield means a die has no immunity.

Immunity is the only reason that Attacks and Special Effects have colors. In **Diceland: Ogre**, nearly all the Weapons are yellow. There is only one immunity, the Ogre's immunity to Purple. Only the Ogre has a purple Attack, so this immunity will come into play only when two Ogres are fighting each other, or when you introduce dice from other Diceland sets.

Missile Tanks: Falling somewhere between the Light and Heavy in armament, the Missile Tank is too expensive to throw against an Ogre. Its ranged Attacks are meaningless when up against only one opponent, but it shines against another mixed-unit army.

Heavy Tanks: Twice the firepower for twice the cost of a Light Tank, the Heavy still isn't tough enough to survive a direct hit by the Ogre, but its exceptional sight lines and Weapon strength make it a long-lasting killer in any battle.

Howitzer: A gigantic gun with almost no move and a pathetic range of Blocks, the Howitzer is the ultimate Tread-killer. Plan on throwing it into the Ogre's blind spots, if it has any, and use its massive Attacks to wreck the Ogre's Main Battery and Treads.

Mobile Howitzer: With slightly lower hits and range than the static Howitzer, the Mobile Howitzer is at least maneuverable enough to get itself out of a jam. You'll have to decide whether it's worth sacrificing the Attack to gain the moves.

Ogre: As the Ogre, your choice is whether to kill the Enemy Units immediately, or to try to weaken the Enemy's Attack by killing the Command Post first. What course you choose will depend on the tactics you expect your opponent to use.

Special Rules for the Ogre

You'll notice right away that there's something very special about the Ogre: it's huge. The next thing you'll notice is that it has some unusual markings, like different colored Weapons in every corner and numbered movement dots. Examine it a little more closely and you'll see it's worth 50 points.

Tracking Card: To play with the Ogre, you'll need a Tracking Card. Decide whether you're playing a Mark III or a Mark V: the Mark V is much stronger, and allows your opponent to use 20 more points in his army. The card can track either kind of Ogre, and the giant die can represent either one; the gray dots on the card are extra points belonging only to the Mark V.

Starting the Game: The Ogre player puts the Ogre in the middle of the table, roughly 20 inches from the Command Post, to begin. The opposing team takes the first normal turn.

Activating the Ogre: On your turn, you can actually take two actions with the Ogre, because it has the ability "Shoot and Move." This means you can fire one of its Weapons, and then maneuver the Ogre.

Shooting: Every face of the Ogre has four Weapons. You can shoot just one of them at a time. Once the Weapons are destroyed, as represented on the tracking card, those symbols are no longer operative.

Note that the Ogre's Missiles are destroyed as they are fired.

Maneuvering: The green dots on the Ogre are all active at the beginning of the game, but will vanish as the Ogre loses Treads. When the Ogre moves into another die (unless that die is also an Ogre) that die is destroyed and the Ogre's team scores those points. Killing a die by moving into it does one point of damage to the Ogre's Treads. **Note:** In a larger-than-normal game, where an Ogre might run into an Allied unit, the **Enemy team** scores points when the Ogre kills its own Allies.

Damaging the Ogre: When the Ogre is hit by a Weapon, it rolls down by way of its red dots, like a normal die. In addition, the attacker can decide which of the Ogre's systems to target with the Attack. These systems include four Weapons and the Treads. Each Weapon system has a Block value, indicated by the number in the circles on the tracking card.

For the Weapons, an Attack equal to or greater than the Block value of the system scratches off just one circle, and an Attack less than that number has no effect. So, for example, if you wanted to take a point off the Main Battery, you would have to hit the Ogre with an Attack of 9 or more. This same Attack would also scratch only one dot off the AP.

For the Treads, damage is treated differently. If you target the Treads, subtract 2 points from the value of the Attack, then scratch off one Tread dot for every remaining point. For example, hitting the Treads for 5 points would remove 3 dots. When an entire line of Treads is scratched off, the corresponding movement dots on the Ogre disappear. When the last Tread unit is destroyed, the Ogre can no longer maneuver at all.

When the Ogre, by taking damage, runs into a smaller Enemy unit, that unit is destroyed, and the Ogre team scores its point value. This scratches one Tread point off the Ogre. Again, if this unit is the Ogre's Ally, the Ogre's opponent gets those points. If the Ogre takes damage and runs into another Ogre, it behaves like a normal die: i.e., it is pinned and killed.

Other Ogre Powers: As mentioned above, the Ogre crushes all smaller dice it runs into. In addition, it is immune to all Purple effects as well as the following: Backstab, Jump Ally, Hold, and Freeze. Poison shots can hit it, but Poison Counters do not affect it.

The Command Post: The greatest liability of the Ogre, aside from the fact that it's worth 50 points, is that the opposing team gets a free Command Post when facing an Ogre. The Command Post has no point cost and no point value, and exists solely to give the Ogre's enemy more than a tiny chance of winning.

The Command Post's **Command All** ability works like this: As your action, activate the Command Post. Starting at your edge of the table and moving forward, every one of your units gets a Command Flag. (These are imaginary, but in a particularly large game you might want to use actual numbered counters.) Starting with the first Command Flag, every unit can either Move, Shoot, or use its special ability.

Despite its location, the Command Post always counts as the most distant target of all Enemy and Allied fire. This means that short-range Attacks can only hit the Command Post if it is the only target they can see. "Allied fire" refers to Special Effects from other expansions; there is no such effect in the Ogre set.

When the Command Post is attacked, scratch off the full value of the Attack from its 60 Armor points. When it loses its last Armor point the Command Post is permanently destroyed.

If an enemy Ogre rolls into the Command Post, the Command Post is immediately destroyed. Otherwise, the Command Post counts as part of the table, and other units (including allied Ogres) can move onto it without any effect.

The Command Post is immune to all Command-colored effects (Dark Blue) and the following other effects: Confuse, Remove, Hold, and Freeze. Protection has no effect on the Command Post. Poison Counters will remove one Armor point each turn. Repairing the Command Post restores 10 Armor points and removes Poison Counters.

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