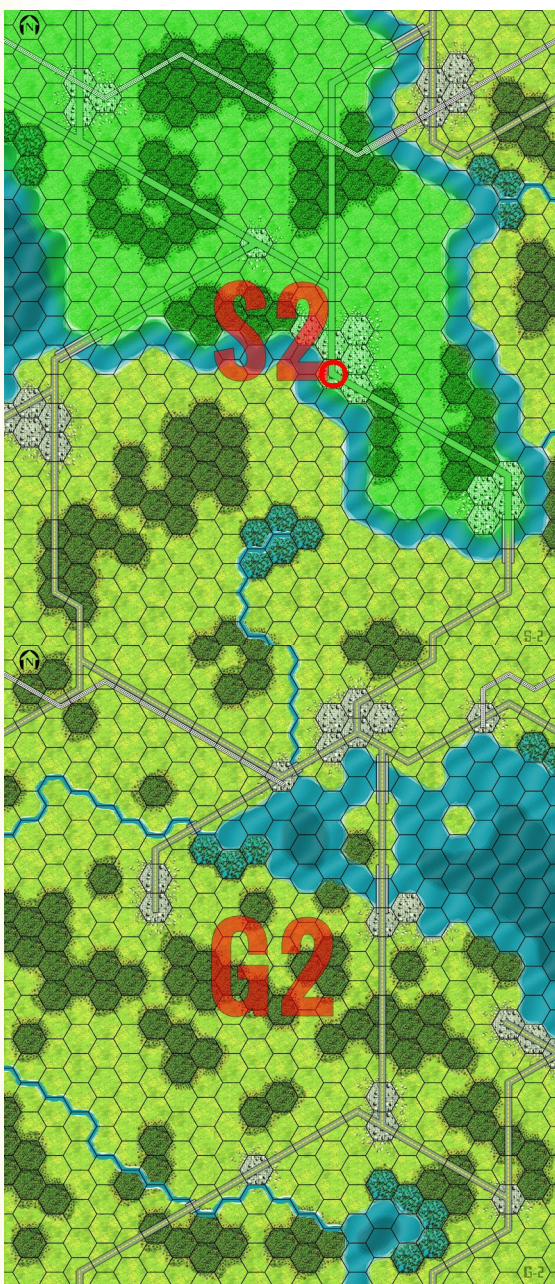


# CASTLE ON THE HILL

## BACKGROUND

The Old Castle of Brunberg has been regional HQ for centuries, standing at the top of a steep cliff side overlooking the River Brun it has always been easy to defend. But this defence must fall.



## MAP SETUP S2 AND G2

The old castle replaces the town hex S2:1413.

All ground north and west of the river on S2 is at the top of a steep escarpment. (highlighted bright green)

The boundary between the river and lake is a steep 300 foot cliff face.

The half hexes at the eastern edge of S2 CAN be used.

## OBJECTIVE

Game ends when attacker reduces the old castle to rubble and escapes the southern edge of S2 or one side is eliminated.

## UNITS SETUP

Defender selects 10 Infantry points and 10 armour points. May place units anywhere on map S2.

Attacker selects 30 Infantry points and 20 armour points. Infantry may start anywhere on map G2.

Armour units must start south of the stream and lake on map G2.

No Cruise Missiles allowed.

## REINFORCEMENTS

No reinforcements.

## SPECIAL RULES

Units firing from high ground to low ground get +1 range.

Units firing from low ground to high ground get -1 range, to a minimum of 1 range.

Only Infantry units may cross the cliff face and it will take 3 MP to do so.

Other units may only move between high and low ground by using the 4 bridges across the river. There is no movement penalty.

The bridges themselves are considered to be at both high and low ground, no effect on range either attacking from or to a bridge.

The Old Castle is a Strongpoint SP 40. No stacking units on the castle, terrain bonus as for towns.

## VICTORY CONDITIONS

For destroying the castle Attacker gets 15 VP  
Attacker gets 10VP for every bridge destroyed.

Defender gets matching points for castle or bridges that remain.

Usual points for units destroyed also apply.

Decisive Attacker Victory: 50+ points

Marginal Attacker Victory: 20+ points

No Clear Victor: < 20 points

Marginal Defender Victory: 20+ points

Decisive Defender Victory: 50+ points

## RULES REMINDERS

All attacks on Strongpoints are automatic hits. Damage is twice the usual attack strength. Building is destroyed when all Structure Points are lost.

The Old Castle is a SP 40 strong point.

It does NOT receive the terrain benefit of the town, but units within it do.

Bridges have defence strength of D8 and are only destroyed on an X. Bridges are automatically destroyed by an attack on its own hex.

Water effects

GEV, +1 movement, must stop to cross land/water.

Infantry 2 MP to enter and cannot attack.

SHVY for 2 MP, Ogre for 2MP and cannot attack, they can ram. They can only be attacked by HWZ, MHWZ and Missiles, attack is at half strength.

All other units cannot enter.

## VARIANTS

1) Allow Infantry only 2MP to climb the cliff face.

2) Do not give the range bonus/penalty, keep the movement penalty. Give the defender 5 more armour points on setup.

# CREDITS AND NOTES

Ideas come from many sources, but in particular the many discussions on the SJGames Ogre forums have been a long standing source of ideas, rules suggestions, background writing and more.

I would also like to thank the many artists, writers and designers who have produced not only the original Ogre materials in all its many variations but also those at FireMountain, Tiffin Games and BBG who sponsored the design of additional sheets for Ogre some of which are used in some scenarios.

## PLAY BALANCE

I cannot say that all these scenarios are fully playtested, they are not. I'm not someone who has access to ten's of players who can thrash through these and give me lots of feedback. So, if you find a particular scenario unbalanced, maladjusted or otherwise flawed, please feel free to (a) give me some suggestions and feedback and (b) adjust them as you see fit.

## BIDDING TO PLAY

I am a particular fan of the "bid to play" system for scenarios like this. Each side looks at the defenders available units and defensive position then bids the number of unit points they think they need to be the attacker. The player who bids the least points gets to be the attacker.

This has a nice self-handicapping, auto-balancing feel to it.

And of course, there is nothing wrong with playing the scenario twice, swapping sides, and player with most points over two games wins.

**Ogre, GEV, SHOCKWAVE** are trademarks of Steve Jackson Games, and its rules and art are copyrighted by Steve Jackson Games. All rights are reserved by Steve Jackson Games. This game aid is the original creation of AQSGames.com and is released for free distribution, and not for resale, under the permissions granted in the Steve Jackson Games Online Policy

**Ogre and associated games and expansions are Copyright © 1977-2016 by Steve Jackson Games Incorporated. All rights reserved.**