

CONTENTS

INTRODUCTION • STEVE JACKSON	3
NOTES ON THE OGRE • STEVE JACKSON	4
TANK – PRESENT, FUTURE, OGRE • CHARLES R. BOWLES	9
TOMORROW’S TANKS TODAY • DAVID L. PULVER	13
OGRE : A REVIEW • ROBERT C. KIRK	20
DUEL • STEPHEN V. COLE	21
ANOTHER #@**\$%\$?! OGRE ARTICLE • STEVE JACKSON	22
THE UNCERTAINTY PRINCIPLE: MODIFICATIONS IN OGRE • BRIAN MCCUE	26
G.E.V. – A DESIGNER’S INTRODUCTION • STEVE JACKSON	28
OGRES AND THE FUZZY WUZZY FALLACE • LAWRENCE DUFFIELD	35
G.E.V. • J.D. BELL	37



DEFENSIVE TACTICS AND STRATEGY IN G.E.V. • TIM SOLIS	40
PLAYING THE ODDS IN OGRE/G.E.V. • ROLAND PARENTEAU	44
YOUR MISSION, SHOULD YOU DECIDE TO ACCEPT IT • JOHN HOWARD OXLEY	46
THE FOUR HOWITZER DEFENSE IN OGRE • CHESTER HENDRIX	48
CONTINENTAL SIEGE AIRCRAFT • GREG COSTIKYAN	50
BPC SUBS • MARTIN HALBERT	54
ADDING FEAR AND LOATHING TO G.E.V. • TIMOTHY C. WEIDEL, PH.D.	56
IRON MOUNTAIN • J. RICHARD JARVINEN	59
EXERCISE K • STEVE JACKSON	65
FENCER ATTACK • STEVE JACKSON	69
APPOINTMENT WITH GLORY • STEVE JACKSON	71
END GAME • J.D. BELL	72
SOLITAIRE OGRE • GEORGE COLLINS	79
BASIC OGRE DEFENSE • MICHAEL NAHES	81
TOURNAMENT OGRE/G.E.V. • PHILIP RENNERT	83
OGRE SQUASH • RUSTY LAMONT	87
THE LONE GEV • MICHAEL STACKPOLE	91
BASIC OGRE STRATEGY • STEVE JACKSON	96
THE SUICIDE OGRE: GOLIATH • TIM SOLIS	98

THE GOLDEN BB: CRITICAL HITS IN OGRE • STEVE JACKSON	101
ICEPICK • CRAIG YORK AND STEVE JACKSON	102
A Beginner’s Guide to Map-Bashing	105
BACK TO THE DRAWING BOARD: DETERMINING UNIT COSTS IN OGRE/G.E.V. • HENRY COBB	108
System Parameters and Limitations • Steve Jackson	111
RIDING THE SHOCKWAVE: ANALYSIS AND STRATEGY • PHILIP RENNERT	112
THE MOBILE BRIDGE: A NEW OGRE/G.E.V. UNIT • MICHAEL LABOSSIERE	118
OPERATION NEWSPAPER • STEVE JACKSON	119
TANKS FOR THE MEMORIES: ALTERNATE OGRES • KENNETH HITE	124
INDEX	127

OGRE ONLINE

We have a large and growing web area devoted to *Ogre*. In fact, many of the articles in this book have been posted there for years, along with lots of other articles, scenarios, and commentary. Check it out: www.sjgames.com/ogre/. Thanks go to Richard Meaden for the site’s great graphic design, and to Fish Flowers, who maintains the *Ogre* pages.

A few pages especially worth checking out:

- Richard Meaden’s “Last War” pages at www.sjgames.com/ogre/lastwar/
- The checklist of available miniatures at www.sjgames.com/ogre/miniatures/checklist.html
- The ludography at www.sjgames.com/ogre/resources/ludo.html

For continuing online discussion of *Ogre*, there are two choices. *Pyramid* subscribers can access a message board devoted to *Ogre* (which we sometimes use to playtest rules questions or get other feedback about the game and game world). To subscribe, go to www.sjgames.com/pyramid/. And Henry Cobb has, for years, run an *Ogre* mailing list for general discussion – to subscribe, write to ogre@sjgames.com.

INTRODUCTION

When it was published in 1982, *The Ogre Book* was the first book entirely dedicated to commentary on one adventure game. The literature on chess and backgammon is immense, and I've seen one very good book on *Monopoly* strategy, but there was nothing devoted to the adventure gaming hobby. There have been others since then – most notably, dozens of books on *Magic* – but this volume was the first of its kind.

Certainly the interest is there. *Ogre* was released in 1976, and *G.E.V.* followed soon after . . . and within 5 years, more than 100,000 copies had been sold. The miniatures rules won the Origins Award in 1992, and so did the miniatures themselves. The game has always been in print since its first release, in one version or another; the miniatures were unavailable for years, until popular demand forced us (twist my arm!) to set up our own casting division to produce them. And now *GURPS Ogre* offers a roleplaying version of the *Ogre* world.

So it was time to reissue *The Ogre Book*. This second edition is much larger than the first; we've added 19 new items. I have written a brief introduction for each article just to add a historical perspective, as well as to point out non-canon elements in the fiction, or places where the rules or background were later changed.

Many of these articles originally appeared in various magazines; a few have appeared only on the web, and some are new in this book. Except where noted, all of the older articles have been re-edited (and re-playtested, where necessary) to conform with the most recent editions of the games.

Ogre was originally designed as a diversion . . . a simple science fiction game about giant tanks. The “conventional” units were there mostly to provide targets! In the second edition of *Ogre*, and even more in *G.E.V.*, greater effort went toward realism. Now it seems that many of the features found in the *Ogre/G.E.V.* units will actually show up in future combat vehicles.

How soon? Maybe sooner than we think. A few excerpts from recent U.S. Army publications:

On computer-controlled vehicles: “. . . People are slow movers . . . we must take advantage of technology to pre-insert judgments and let our machines fight for us.”¹

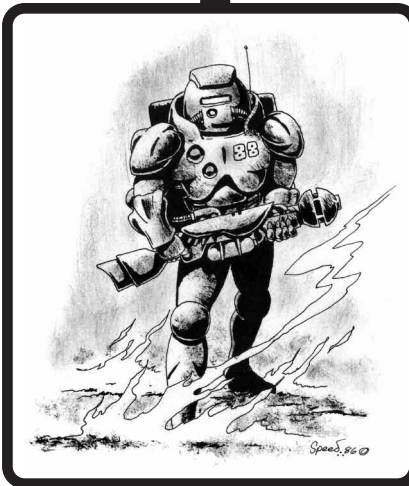
On the “missile tank” concept, from a description of a unit already (in mid-1980!) in production: “The MLRS is a highly mobile, automated rocket system that permits a 3-mm crew with minimum training to accurately shoot a complete 12-rocket load, quickly reload, and fire again . . . the onboard fire control computer does most of the work . . . the large 25-ton tracked vehicle is 6.9 meters long (almost 23 feet), 2.5 meters high (almost 9 feet) and 2.9 meters wide (almost 10 feet).”²

On fast armored vehicles – not GEVs, but for the same mission: “The HIMAG (High Mobility-Agility) II-A Test measured the effects of target mobility and agility on the hitting performance of antitank systems. In this test, gunners of M60-AI tanks and TOWs mounted on M-113s tracked and dry fired at highly evasive targets maneuvering on an airfield runway. Results indicated a definite and significant payoff for agility against tank gun systems . . .”³

Indeed (as Charles R. Bowles points out in “Tank: Present, Future, Ogre” on p. 9) the biggest flaw in the *Ogre / G.E.V.* predictions may be that they're set too far in the future.

Which is an interesting idea, if not particularly comforting. What's that rumbling sound I hear outside . . . ?

– Steve Jackson



1. “Artillery Fire: Fast or Massed?”, LTG (Ret.) David E. Ott, *Field Artillery Journal*, January-February 1982.

2. “MLRS: The Soldier's System,” Mary L. Corrales, *Field Artillery Journal*, July-August 1980.

3. “Developing Tomorrow's Combat Vehicles,” Col. Lawrence B. Fitzmorris, *Armor*, May-June 1980.