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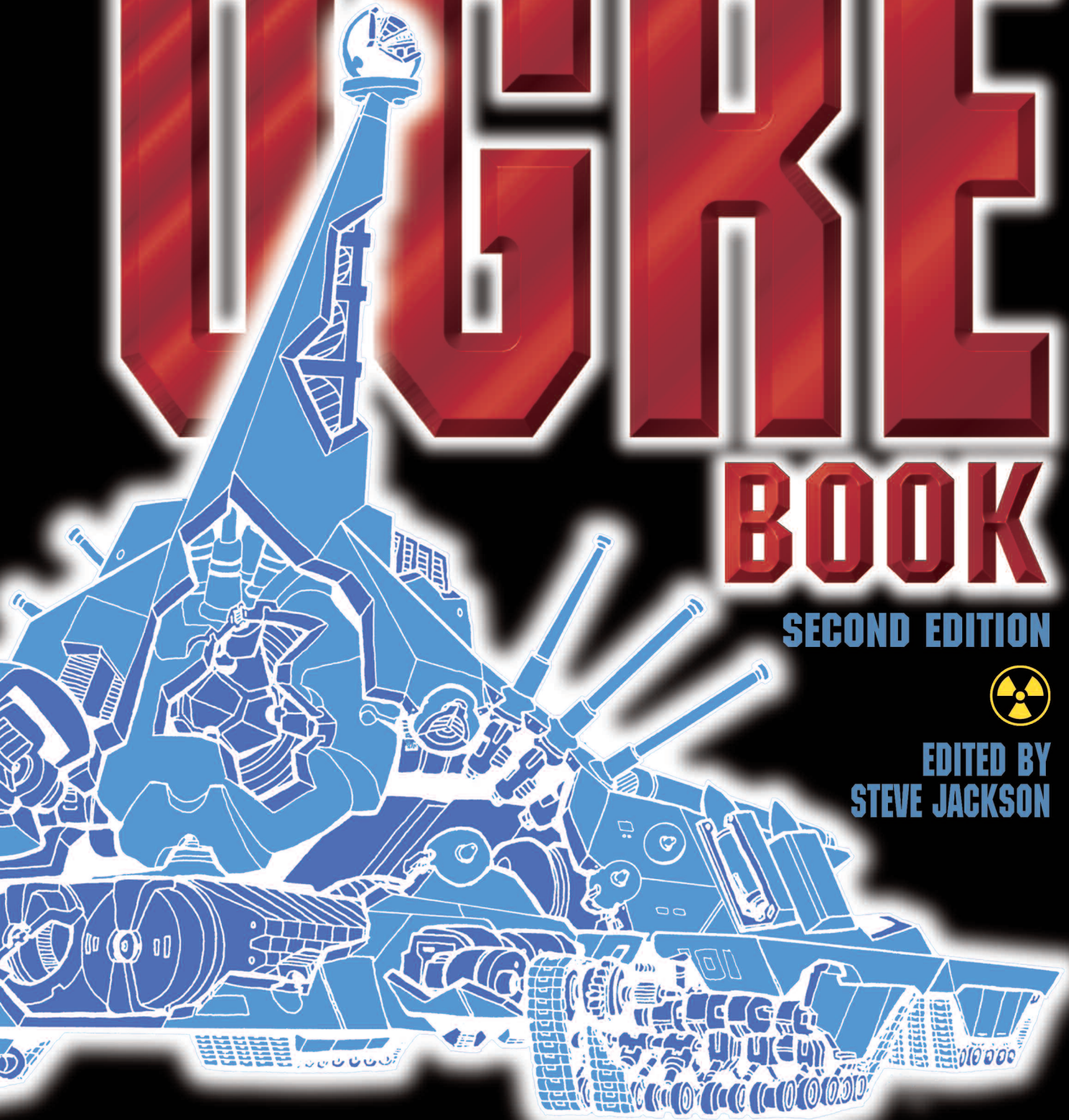
# **OOGRE**

**BOOK**

**SECOND EDITION**



**EDITED BY  
STEVE JACKSON**



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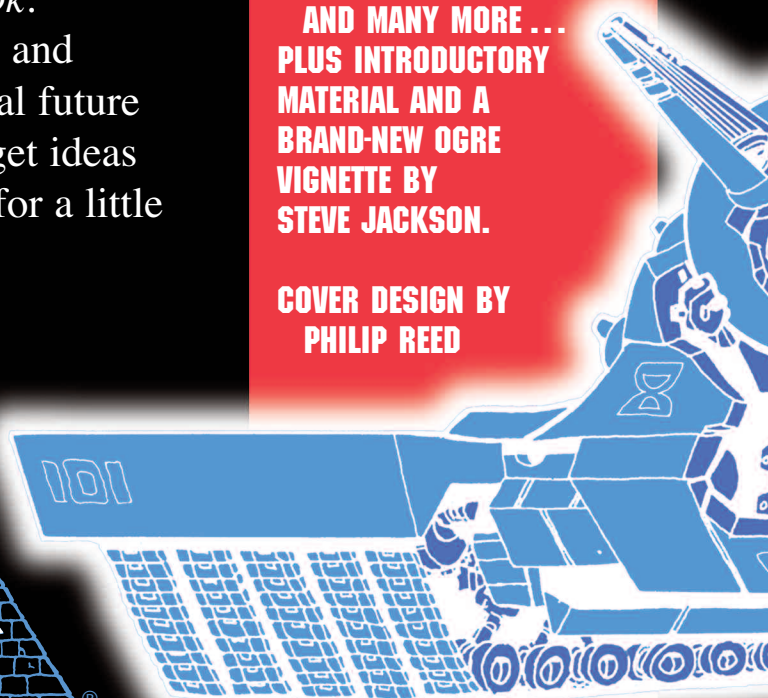
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# STEVE JACKSON GAMES

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## OGRE ONLINE

We have a large 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, commentary, and resources. Find it at [ogre.sjgames.com](http://ogre.sjgames.com).

A few pages especially worth checking out:

- Richard Meaden’s “Last War” pages at [ogre.sjgames.com/lastwar](http://ogre.sjgames.com/lastwar).
- The collector’s checklist of miniatures at [ogre.sjgames.com/miniatures/checklist.html](http://ogre.sjgames.com/miniatures/checklist.html).
- The ludography at [ogre.sjgames.com/resources/ludo.html](http://ogre.sjgames.com/resources/ludo.html).

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# 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.”<sup>1</sup>

*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).”<sup>2</sup>

*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 . . .”<sup>3</sup>

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

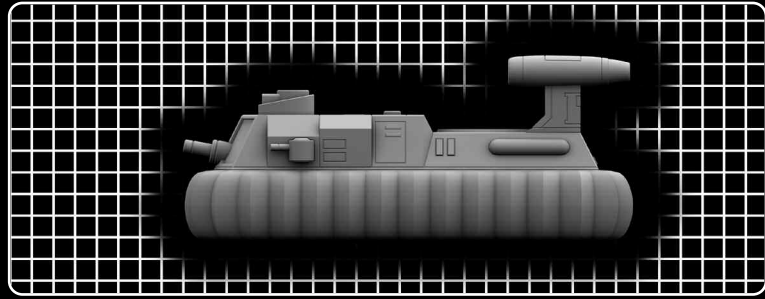


1. “Artillery Fire: Fast or Massed?”, LTG (Ret.) David E. Ott, *Field Artillery Journal*, January-February 1982.

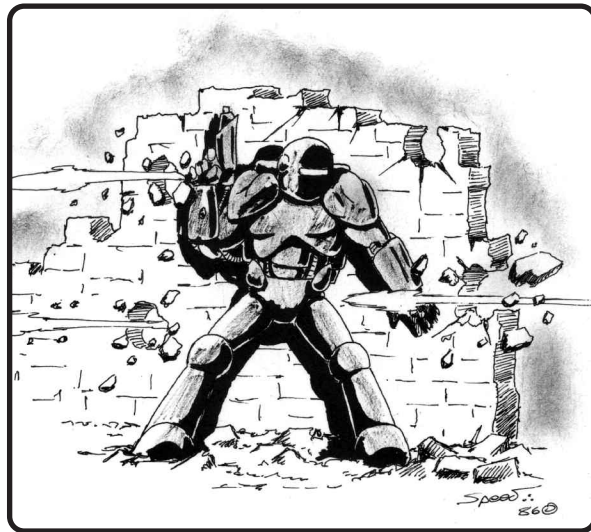
2. “MLRS: The Soldier's System,” Mary L. Corrales, *Field Artillery Journal*, July-August 1980.

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

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