

# OGREZINE

MARK II



The Return of  
**Iron Mountain**



STEVE  
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GAMES

# OGREZINE

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# PRIORITY DISPATCH

## Welcome to the second issue of OGREZINE!

As the North American Combine improved their initial Ogre with the release of the Mark II, we believe our *Ogrezine Mark II* is a step forward in the development of fan-submitted support for the game. It is through the continued patronage of **Ogre** fans everywhere that we are able to present to you *Ogrezine Mark II*.

This issue is packed full of all sorts of **Ogre** goodness. Our cover feature is a look back at a fan favorite, "Iron Mountain," by J. Richard Jarvinen. The fiction still resonates with players everywhere and the scenario rules have been updated to **Ogre Sixth Edition** standards. There are counters that may be photocopied and cut out for use on the Iron Mountain map, either the official **Ogre Iron Mountain Playmat (M2)** or one of your own creation.

Speaking of fiction, we have three wonderful submissions that illuminate the moment to moment concerns of the Last War. Can an Ogre be heroic or merciful . . . or even have a sense of humor? "Artificial Irreverence," "A Fire in the Distance," and "Mercy Well Met" each invite us to look at an Ogre in more depth than viewing it as a mere killing juggernaut.

With the success of our **Ogre Miniatures**, we are now receiving more articles in support of these many minis we may have acquired. Articles for terrain building, miniature painting, and Infantry enhancement are all here. As many of us are novices in the world of miniatures, these are welcome additions to the issue.

We delve into the units themselves. We explore the history of the Heavy Tank and its evolution over time as well as present a strategy article to assist beginning players to better understand the units available to them in the game. Plus, there is an interesting take on what the overrun hex represents *exactly*, in real-life scale.

We round out the 'zine with two new scenarios, an article where a real-life computer teaches itself to play **Ogre** more effectively, and some interesting variant rules. I believe there is something for everyone in this issue, no matter your style of play.

I already have a few submissions for a presumed *Ogrezine Mark III*. If you are inspired to submit an article or art, please be sure to review our guidelines posted on our site and send your queries to [ogre@sjgames.com](mailto:ogre@sjgames.com).

I hope you enjoy *Ogrezine Mark III*!

- Drew Metzger

