

= Ogre (game) =

Ogre is a board wargame first released in 1977 as the first Metagaming Concepts Microgame , designed by Steve Jackson . It is an asymmetrical forces game , set in the late 21st century . One player has a single giant robot tank (called an " Ogre ") pitted against a second player 's headquarters , defended by a mixture of conventional tanks , infantry , and artillery . The concept was strongly influenced by Keith Laumer 's novel Bolo (1976) , and Colin Kapp 's short story " Gottlos " (1969) . The Ogre itself is named after the large and strong mythological beast ogre .

Since its initial release in 1977 Ogre has been reprinted many times , most recently in 2014 . After Jackson founded his own company , Steve Jackson Games , Ogre , its sequel G.E.V. , and further expansions were published in the Pocket Box format . On March 8 , 2008 , Steve Jackson Games announced the planned production of Ogre 6th Edition . In 2012 , a new version of Ogre successfully completed funding on Kickstarter.com , for release in November 2012 . After multiple delays , the elaborate 29 pound Designer 's edition was shipped to all Kickstarter backers in November 2013 .

= = Game description = =

Ogre uses a hex map depicting barren terrain with only ridgelines and large , radioactive craters as obstacles . The defender sets up his forces in the more congested part of the map and the Ogre enters the opposite side at the beginning of the game . The basic version of the game has the attacker using a single Ogre heavy tank (referred to as a " Mark III Ogre ") , while the advanced scenario gives the attacker the larger , more powerful " Mark V Ogre " tank versus an increased number of defenders . The defender is allocated a certain number of infantry and ' armor units ' , but gets to decide the exact composition of his own armored forces .

The different types of units encourage a combined @-@ arms approach with each type being better than the others in different aspects . Heavy tanks have high attack and defense with moderate speed and low range . Missile tanks have moderate attack and defense with moderate range and low speed . G.E.V.s (" ground effect vehicles " ? roughly , heavily armored hovercraft) have very high speed (moving twice per turn) , low attack , low range , and moderate defense . Howitzers have very high attack and range but are easily destroyed (once an attacker has managed to get close enough) , immobile , and expensive . However , according to the game 's designer , this balanced mix of units was not quite right in the first edition ; the second edition sped up heavy tanks , slowed down G.E.V.s , and changed the defender 's purchasing from " attack factors " to " armor units " (everything is considered equivalent , except howitzers , which are worth two of anything else) .

= = Critical reception = =

Martin Easterbrook began his 1977 review of Ogre (first edition) by saying " Be warned : this game could become a craze " adding that " the idea of the microgames themselves is remarkable enough in itself " . He rated the game 8 out of 10 but criticized the game 's title and " flimsy equipment , weak infantry " .

Reviewing the first Steve Jackson Games editions of Ogre (after the designer had moved away from Metagaming) , Tony Watson called Ogre " a legend in the ranks of SF gamedom , and deservedly so ... as well as being a lot of fun to play , it 's an interesting extrapolation on high @-@ tech armoured warfare " . It was noted that the rules had remained essentially the same in the new edition , and the most significant changes being to the physical design ? with larger (still black and white) counters , and full colour maps by Denis Loubet . Watson also welcomed the retention of the original artwork alongside new pieces ? " no one draws a GEV or Ogre like Mr. Chung " .

Reviewing the combined edition of 1991 , Allen Varney stated : " [Ogre and G.E.V. :] two simulation board games of armored combat on a future battlefield are among the best the field has ever seen : fast , elegant , and endlessly replayable " . Whilst praising the production values of the 2

@-@ color playing pieces Varney found the box somewhat ' flimsy ' .

In his 2007 essay , game designer Erick Wujcik said " I think [Ogre 's] success really boils down to four essentials : Ogre is fast , ... asymmetrical , ... open @-@ ended , ... [and] is a teaching tool . Ogre had restructured my mind pretty completely ... but it wasn 't until 2002 ... that I realized how effective Ogre is at getting across so many important component mechanisms of play and design . "

= = Editions = =

The first and second editions of Ogre were released in 1977 . The first edition featured artwork by Winchell Chung , while the second had a much larger print run and rulebook artwork by Clark Bradly rather than Chung . The third edition , released in 1982 , introduced double @-@ sided counters .

An edition called OGRE : Deluxe Edition was released in 1987 . The rulebook cover artwork was the Denis Loubet illustration that was also used for the Ogre computer game (see Spinoffs below) . The board was sturdier than the previous edition 's paper map , and the counters were provided with stand @-@ up plastic bases . G.M. magazine 's 1989 review of OGRE : Deluxe Edition highlighted the game 's ease of introduction and short playing time , but pointed out that most gamers either like the game or loathe it .

In 1990 , Ogre was combined with another game called G.E.V. (an Ogre sequel) in a Ogre / G.E.V. box . The Ogre rules were designated as 4th edition and the G.E.V. rules were designated as 3rd edition . Ogre / G.E.V. was released into a single 5 3 / 8 " x 8 1 / 2 " box , and the rules were combined into a single 4 " x 7 " booklet . The rules were printed so that the booklet was flipped over to see the other rules . Counters were in green and white (2 @-@ sided) , and maps were the same as the 3rd edition maps for both Ogre and G.E.V. , but printed in the same sheet . In 2000 , Ogre / G.E.V. was released again and designated as 5th edition , with new cover art by Phillip Reed , sold in a VHS box , but rules still in a 4 " x 7 " , 44 @-@ page booklet and counters in black , red and white (2 @-@ sided) .

A " new " Deluxe Ogre (2000) was a re @-@ issued version of the original Ogre , packaged with miniatures rather than counters , and the original " crater " map printed on a larger scale . Deluxe Ogre won the Wargamer Award for Excellence in 2001 .

In 2011 Steve Jackson announced a sixth edition , The Ogre Designer 's Edition , combining Ogre and G.E.V. with larger full color flat counters for most units and constructible cardboard figures for the Ogres .

Steve Jackson Games released a reprinted version of the original 1977 game in 2014 . It was sold at the game 's original price of \$ 2 @. @ 95 .

= = Kickstarter Project = =

In May 2012 , a new designers edition of Ogre was funded on Kickstarter.com. The original goal was \$ 20 @, @ 000 and the final funding was a total of \$ 923 @, @ 680 . As the funding grew , more and more options and upgrades were added , with the final game weighing over 25 pounds (11 kg) . It began shipping to its Kickstarter supporters in October 2013 , and is expected to arrive at retail stores on December 6 , 2013 .

= = Spinoffs = =

Ogre spawned a sequel , G.E.V. , focusing on the G.E.V. hovertank and the other " conventional " armor and infantry types .

Other games based on Ogre include :

Shockwave , an expansion that introduced new unit types including cruise missiles and a map that could be used with the G.E.V. map .

Ogre Miniatures , an adaptation of the game to miniature wargaming , using 1 : 285 scale miniatures . This adaptation won the 1992 Origins Award for Best Miniatures Rules . In addition to miniatures from Steve Jackson Games , a set of Ogre miniatures was also developed by Ral Partha

which won the 1992 Origins Award for Best Vehicular Miniatures Series . The first set of Ogre miniatures , produced by Martian Metals under license of Metagaming Concepts in 1979 , won the H.G. Wells Award for Best Vehicular Model Series of 1979 .

Diceland : Ogre , a paper dice game by Cheapass Games .

Computer adaptations , including the 1986 Ogre release by Origin Systems , Inc. for Apple II , Amiga , Atari 8-bit , Atari ST , Commodore 64 , DOS , and Macintosh .

= = Books = =

The OGRE Book (1982) was a collection of articles and rules variants from The Space Gamer . It was reissued in 2001 , expanded from 40 pages to 128 with further retrospective from Steve Jackson .

GURPS Ogre (2000) was a supplement for the role-playing game GURPS .