



\$49.95 • SJG 1315

Case Count: 6 Case

Weight: 22.16 lbs. ● Dimensions: 18.9" × 12.2" × 12.4" **Single Product**

Weight: 3.5 lbs. ● Dimensions: 11.5" × 11.5" × 3"

The giant tank lurches as it stalks its target . . . its guns have been destroyed, its movement crippled, but only a few defenders are left. Can they stop the cybernetic juggernaut, or will it crush the Command Post beneath its massive treads?

Ogre is the game of futuristic warfare, pitting squads of infantry, armor, and artillery against a single foe - the giant robot tank called the Ogre. You can control the beast and ruthlessly crush the humans in your way, or play the defender, trying to stop the Ogre at any cost. It doesn't seem possible . . . but with the right moves, you can win.

Ogre is Steve Jackson's first game. Originally published in 1977, it became a hit as the first "Microgame," and is now considered a classic. Over 25 years after its release, it earned a spot in James Lowder's popular book *Hobby Games: The 100 Best*.

Key Features

- Same gameboard as *Ogre Designer's Edition*.
- Ogre Mk III and Mk V with all-new paint jobs maroon and
- Box insert garage to protect constructed Ogres and CPs.



GAME DESIGN BY









STEVE JACKSON GAMES





sigames.com

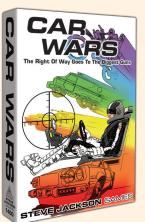
Displays with:



Ogre Reinforcements \$19.95 • SJG 1316

Ogre: Objective 218 \$14.95 • SJG 7234





Car Wars Classic \$19.95 • SJG 1400