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THE SPACE GAMER

THE MAGAZINE OF ADVENTURE GAMING



**GLOBBO: A COMPLETE GAME
FOR THE BRAVE OF HEART
BASIC OGRE STRATEGY
TROLLPAK REVIEWED
CHAINSAW COMBAT IN TRAVELLER
ANNUAL GAME INDEX
VILLAINS & VIGILANTES REVIEWED
AND 6 PAGES OF REVIEWS**

DAVID MARTIN

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It's April again, and we have a little foolishness to complement a foolishness-packed month.

Our chief lunacy is this issue's complete game: *Globbo*. There's these hideous exploding biting kids, see, and a cheerfully murderous Playroom Assassination Device, and — well, you'll just have to look it over for yourselves. Also included is a promotion for the Famous Game Designers' School, where you learn how to Make It Big in the game design business. However, we hold ourselves free of any responsibility if you follow the advice in the article . . .

More straightforward text comes in the form of advice for intimidating puny humans with the Ogre, plus featured reviews of Chaosium's *Trollpak* and FGU's Revised *Villains & Vigilantes*.

And there's a surprise in this issue's *Counter Intelligence* column (page 31). This is no April Fools, folks — you can take it seriously . . .

—Aaron Allston

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It's probably bad manners for me to admit this . . . but *Ogre* is still one of my favorite games. And I *know* it's bad manners for me to say *this*, even though it's true: I very rarely lose. Every so often I get to play a demonstration game at a convention and, much more often than not, I walk all over the other guy. *Especially* if I get to play the Ogre.

I'd like to think this is raw talent coming to the fore, but a much likelier explanation is that I've played the game ten times as often as the other fellow. Practice may not make perfect, but it certainly helps — *especially* with the Ogre. Some of the best tactics for the killer robot aren't obvious.

The Ogre's obvious advantages, of course, are its tremendous firepower and its near-invulnerability. Its less-noticeable advantages (the ones that your opponent may not be ready for) are its ability to pick its entry point and to set the pace of the game. In spite of appearances, the Ogre needs *all* its advantages. Against a competent defender, the Ogre that simply bulls toward the command post, mindlessly shooting at everything in range, will lose.

Choice of Entry

This is your first decision. If your opponent is smart, he will have set up his command post as far back as possible. It'll probably be centrally located. Wherever it is, you should probably enter in a fairly central location. Exception: If the CP is set up in one corner, with a tight knot of defenders around it, you should enter in the *far* corner, maximizing the travel time to the CP, to tempt the defender to "unknot" and split his force.

Once you enter, you don't have to move in a straight line. The Ogre is pow-

erful, but it shouldn't behave like a mindless juggernaut. Its mobility is better than many of its foes, and as good as all the rest except those pesky GEVs. By jinking back and forth a few times as it moves in, the Ogre can get an unskilled defender badly snarled up, and keep even a skilled defender from laying a trap. In some circumstances, you can lure your foes out toward the unobstructed end of the board, back up, and then charge right past them. If you are still moving at 3, they may never catch up!

Sideslip

A corollary of the "jinking" trick is the tactic of slipping toward the side of an enemy group. Faced with (for instance) a dozen heavy and missile tanks, the Ogre can do two things. It can charge into the middle of the group. If it has enough guns left, it may kill half the defenders; the other half will counterattack on their turn, and do serious damage. A likely result from six tanks attacking is two Ogre guns lost. This doesn't seem like much, but it adds up!

So . . . what does the smart Ogre do? Not retreat — just sideslip. Instead of moving toward the center of the enemy group, the Ogre goes toward (or past) the edge. It then attacks as many enemies as possible. Having fewer targets, it scores fewer kills — maybe only two or three. But few or *none* of the surviving enemy will be able to counterattack! True, not every defender will let you do this more than once. But even once in a game can give you an edge. And as long as your enemy is willing to feed you units a few at a time, you might as well take them. Your ammo is free, but you can't replace your guns. Which leads us to a very important principle —

Divide and Conquer

Whenever you can, you should seek to engage only part of the enemy's forces. He, in his turn, will seek to concentrate his force against you. Some cases:

(a) Faced with a defense built around the protective "umbrella" of two or three howitzers, hang back for the first few moves, jinking even more than necessary. Give those defending units time to come to you. If they do, you've split the force into "fast" and "slow." If you can deal with the faster units *outside* the howitzer umbrella, you'll avoid taking unnecessary hits.

(b) Another point when dealing with a howitzer umbrella: study it! If the opponent has carelessly divided his own forces by leaving a gap in the coverage — a row of hexes covered by only one howitzer, or even a path around the edge of the umbrella — use it!

(c) If the opponent takes no howitzers at all, "divide and conquer" is still important. Hang back as before, and encourage his fast units to come out to meet you. A player that doesn't believe in howitzers will often choose a very large number of GEVs. You *must* deal with these while you still have both movement and guns; your first objective should be to wipe out GEVs, even if it means moving sideways or backwards to pinch off isolated units. As long as the enemy thinks you're more interested in the CP, he may put GEVs behind you; you can shock him badly by turning around and wiping them out.

(d) In the endgame, when your Ogre's speed is down, you no longer control the pace of the game. This is the time for the Charge of the Extremely Heavy Brigade — grinding toward the CP. But this doesn't mean you must ignore enemy units. Quite

Where We're Going

If you haven't already read Aaron's *Counter Intelligence* column, you need to turn back to page 31 and catch it. Now. Otherwise, what you're about to read won't make much sense.

* * *

All right. Back with me? Good.

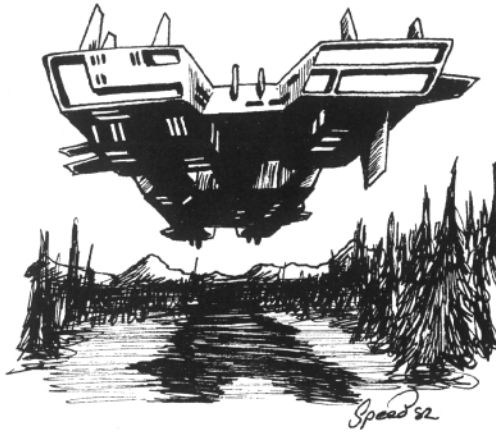
I'm actually looking forward to the new "twin magazines." I think it'll give us a chance to reach a lot more people — while keeping our long-time readers happy as well. Consider: If you like TSG the way it is now, you can subscribe to both magazines . . . and you'll still have one new issue a month, with a mix of coverage. You'll get all fantasy one month, and all science fiction the next. But it'll even out.

But the factor which really pushed us to make the change was this. Many gamers out there are "specialists." Maybe they're only interested in one or two games. Maybe they like several games — but all of the same general type. Let's face it: That kind of reader probably won't buy TSG as it's currently published. Why should he subscribe to a magazine that carries only one or two interesting (to him) articles and reviews each month? No . . . he'll read it at the newsstand, buying the occasional issue that concentrates heavily on his own interests.

But with the new "twin" format, the science fiction fan will be guaranteed six issues a year that he *really* likes — all the way through. So will the fantasy fan, because they'll be different magazines! We expect the combined circulation of the two magazines to be well over current TSG levels in a year. More readers means more participation, more interesting material, and more pages . . . so we all win. I hope. It seems like a good theory, so we'll give it a try.

Spring Releases

Now available are *Cardboard Heroes* red bases, just like the black and white plastic ones we offer now; \$3.00 per set. Four other items are in the works as



planned "spring releases." I can't give dates for any of them yet, though . . . and some of them may spill over into the Origins release package. We'll see.

Car Wars Expansion Set 2: East Midville is two 21" by 32" street maps that fit to the Midville maps from *Sunday Drivers*. If you thought the *Sunday Drivers* map was big when you got it, just wait until you see what the expansion does. This set also includes scenarios and — by popular demand — one full-color "wreck" counter for each of the 16 original cars in the *Car Wars* set. \$3.00.

Car Wars Expansion Set 3: Armadillo Autoduel Arena is two 21" by 32" maps forming a giant-sized arena. Also includes

a two-sided cardboard "turning key" to make maneuvering easier (subscribers saw this on the mailer cover a few issues back) and several new vehicles and arena scenarios. \$3.00.

Car Wars Referee's Screen — all the charts and tables you need for *Car Wars*, plus a new, more detailed system of simulating crashes and collisions . . . all on one cardboard screen with three 8½" by 11" panels. If we can find a way to get the cost down, we'll also include a pad of vehicle planning and record sheets. Probably \$5.00.

Cardboard Heroes Fantasy Set 11: Player Characters II is 40 more player-character figures from the demented minds of our staffers and the skilled hand of Denis Loubet. \$3.00.

See You Wherever . . .

A final note: We're stepping up our convention participation in 1983. We are going to try to make it to more conventions — both wargame and science fiction cons — than ever before. We'll be hitting medium and large conventions regularly, and for smaller cons, though we may not be able to come, we can usually sponsor tournaments and offer prizes.

—Steve Jackson

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