

# WINKIES

(and forces with no firearms)

## THE WARS OF OZZ™

Brigade Commander		Luck	Leader Skill	
Unit Name	Marksmanship	Melee	Leader Skill, Notes, Etc.	
1				
2				
3				
4				
5				
6				

Weapon	Range
Musket	7/14
Carbine	4/8
Light Artillery	6/18
Medium Artillery	8/24

### Modifiers to Marksmanship Number (before halving for range)

Target is in light cover	-1
Target is in heavy cover	-2
Target is in column	+1
Firing at flank or rear of target	+1
Cannon unlimbered this activation	-1
Firing at unlimbered artillerists	-2
You are Disordered	-1

### Modifiers to Melee Number

Enemy is defending an obstacle	-2
Fighting uphill	-1
Unit is Disordered	-1
Charging with impetus	+2
Attacking the flank of the enemy	+2
Attacking rear of the enemy	+3

- The last four inches of a charge move must be over open, level terrain in a straight line in order to get impetus
- In melee, **cavalry with impetus** inflicts double casualties on inf and arty.

### Base Movement (best of 2d10 plus...)

Infantry	3
Cavalry	6
Leaders / Wizards	6
Unlimbered Arty.	*
Limbered Arty.	3

\* Unlimbered artillery moves ½ the highest d10

### Move Modifiers

	Inf	Cav	Arty
In column	+3	+4	--
Through woods	½	¼	¼
Through rough	½	½	½
Infantry or Cavalry may fire <i>then</i> move ½	½	½	--
Change formation, "about face," limber, unlimber, or Re-form	½	½	½
Sideways, Backward, or Disordered	½	½	--
Over linear obstacle	-2	-2	--
Up a contour	-2	-2	-2
Charging ‡ or Routing	+3	+6	--

‡ After charging or participating in Melee, a unit is Disordered.

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### Tests of Resolve (d10)

Reaction test when...	< ½ Resolve	< Resolve	≥ Resolve	Modified	Modified
... any unit is <b>fired upon</b>	"Get 'em, men!" Charge toward nearest enemy	Fire if possible or advance toward nearest enemy	Shout ineffective war chants... (no Fire)	Move 4" backward, Disordered	Rout
... an <b>infantry</b> unit receives a charge	"Give it to 'em!" counter charge § (+1 Melee)	"Stand and deliver!" (Fire)	"Steady, men!" (no Fire)	"Wavering..." Move 4" backward, Disordered	Rout
... a <b>cavalry</b> unit receives a charge	Full move away <b>or</b> Counter charge	Counter charge	Counter charge (-1 Melee)	Stand and receive charge	Rout
... an <b>artillery</b> unit receives a charge	Turn to face enemy, fire, and melee (+1)	"Stand and deliver!" Fire and Melee †	"Stand and deliver!" Fire (-1) and Melee †	"Wavering..." Fire (-1) and Melee (-1) †	Fire at long range and Melee (-1) †

### Tests of Elan (d10)

Reaction test when...	< ½ Elan	< Elan	≥ Elan	Modified	Modified
... a unit tries to <b>close</b> with the enemy	Close and Melee (+1 Melee)	Close and Melee	Stop 2" short and Fire or Close(-2 Melee)	Stop 2" short, Disordered, Fire if possible	Stop 4" short, lose 1 base, Disordered
... a unit <b>participates in melee</b>	Charge ahead toward nearest enemy §	Charge ahead toward nearest enemy §	<b>Must</b> occupy enemy position or fight again	Move 4" backward, Disordered	Rout
... a routed unit tries to <b>rally</b>	Recover, turn to face the enemy, & Re-form	Recover, turn to face the enemy	Recover, remain facing away from enemy	Run another full move away and then Recover	Keep Routing and remove one base

### Cumulative Shifts for Either Resolve or Elan

- Per total base lost
- Received close-range artillery fire †
- Attacked from flank or rear
- Brigade or overall commander attached
- Behind friendly lines
- In cover

1 shift right  
1 shift left

Unit Name	Resolve	Elan
1		
2		
3		
4		
5		
6		

† When charging the flank or rear of artillery, the charging unit does not apply the "received close-range artillery fire" shift.

§ Infantry may only move into contact with the flanks or rear of cavalry or the front of disordered cavalry. In these cases, the infantry does not apply the "infantry with impetus" Melee bonus.