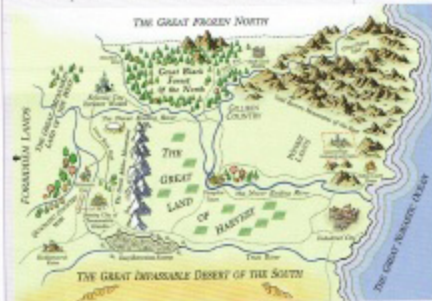


LOOK BEHIND THE CURTAINS

Combat in Ozz

Words by **Beck Sarda** Photos by **Chris Abbey**

Wars of Ozz™ began as ideas that Russ Dunaway of *Old Glory* had been planning for several years. He has often asserted that – as a miniatures manufacturer – he wanted to do something new and different, but that just about every period and genre had already been done many times. In developing both the figures and the rules, we wanted to steer away from copyright infringement, and there have been whole books written on the legal manoeuvrings of Disney and MGM over Oz rights. That is why we spell Ozz with a z. Wars of Ozz™ is based on the Oz of the L. Frank Baum novels (which are in the public domain), but it is different...



Ozz is set in a horse and musket, massed battle, post-apocalyptic world (what isn't these days?). In the "last great war," the Madness Bombs were released, and as biological and chemical weapons are wont to do, the effects grew out of control very quickly. The war ended, but no one even remembers who won or what the war was about. For hundreds of years the survivors were beset by manias of all sorts. The effects of the Madness Bombs also caused mutations such as (but not limited to) pumpkin-headed men, giants and trolls, witches and wizards, and Gillikins and Winkies. After hundreds of years of tribalism and chaos, Zoraster the Wizard arrived and began to reestablish order based loosely on the Baum books. The Munchkins under Zoraster and Quaddlings under Glenda established a solid alliance, defending themselves from desert nomads, scavengers from the Forbidden Lands, Gillikins under the Witch Arella, and Winkies under the Witch Evoca. Caught between these

frequent wars of conquest by the Winkies and Gillikins, King Jack of the Land of Harvest did his best to keep his lands free of Gillikins and Winkies. This is the setting for Ozz, one of frequent, small wars between the four major nationalities and their assorted allies.

RULES OVERVIEW

From the beginning or development of the rules, I always had it in the back of my mind that I wanted to develop a good horse and musket rules set. This provided a historical grounding and made it easier to make the rules internally consistent and "sensible". As a big fan of the Napoleonic period, I made the rules – effectively – "Napoleonic light." During the Kickstarter campaign when we made beta copies of the rules available to pledgers, we received very favourable comments about Wars of Ozz™ as general horse and musket rules. While the manoeuvre and combat feel very Napoleonic, I intentionally took out skirmishers, heavy artillery and grand batteries, different classes of artillery, rifles, light troops, and many of the standard aspects of tactical Napoleonic games, including three that I have published previously. This was to keep the game streamlined, dynamic, and brutal. I have a bias toward action: I don't like games in which the table looks pretty much the same after two hours of play. A great many actions and activities occur within a turn. Even if the fantasy elements of Ozz do not appeal to you, you may find the rules good for horse and musket games, as many of our play testers did.

Players command brigades made of generally four to six regiments or batteries and a brigade commander figure. There is a point system that allows players to build their brigades from the various faction lists up to 25 points. This allows players to customize their

TOP
Dorothy and her friends walk their way along the yellow brick road. Why? Because, because...

RIGHT
Witch Arella
Gillikins see it.

BOTTOM
RIGHT
Forces close in for the Three Bridges River battle.