

THE WINKIES

The Winkies are a brutish, savage, hardy race of people living in the Eastern reaches of Ozz. Winkies are tall and muscular with chiselled features and green skin. Many believe they were genetically created, to serve as soldiers in the Last Great War, but although tough and resilient, Winkies are often armed with nothing more than a spear and inferior iron armour.

Evora, the Wicked Witch of the East, transformed the tribal Winkies into a unified Imperial Army, fielding assault



Winkie Army

THE GILIKIN

The Gilikin are green-skinned, small, skulking and cowardly, but dangerous in great numbers. Given that Tolkien was eight years old when *The Wizard of Oz* was published, I have often wondered if it was a book that he read as a child, subconsciously influencing his depiction of Goblins. However, that is mere speculation!

The Gilikin live in the north of Ozz; their lands were conquered by Arella, The Wicked Witch of the North, who forged them into The Imperial Gilikin Army. Gilikin are

regiments of spear-armed infantry, heavy and light cavalry (mounted on huge, aggressive, carnivorous birds called Zilks), skeleton regiments raised by Evora's magic, the great flying and lesser apes, and a rudimentary artillery corps.

KEY TRAITS

The Winkies have been designed as one of the toughest and most aggressive armies in *Wars of Ozz*. They are good fighters in a melee and their most common reaction to coming under fire is an enthusiastic, frontal charge.

armed with muskets, are tolerable shots and melee opponents, but they are cheap to field so likely to fight with a numerical advantage.

KEY TRAITS

Gilikin have a well-developed artillery corps, based on the Munchkin model, and field cavalry mounted on trained mountain goats. They bring minor witches and wizards from The Sorcerer's League and giant dire wolves, lions, tigers and bears from Arella's Beast Corps.

HOW DOES THE GAME PLAY?

Unit activation in *Ozz* is based on the Double Random Activation system that Buck has developed and featured in many of his games. It aims to provide command friction and to model the brigade or division's command structure. Each command stand has a command radius, based on the skill of the commander, but typically 12".

ACTIVATION

At the start of each turn players check what units are within this radius and therefore 'In Command':

1. A D6 is rolled for each 'In Command' unit and these dice are placed with the leader as a Command Dice Pool.
2. A D6 is rolled for each 'Out of Command' unit and each is placed with the unit itself – the commander is not able to influence them when they activate.
3. An activation deck is formed containing a set of red cards (1 to 6), black cards (1 to 6), and two jokers. Each army is represented by red or black (decided at the start of the game).
4. These cards are shuffled, and the first card is turned over.
5. If an out of command unit has a dice that matches this card (taking the colours into account), it is activated, but if there are one or more dice in the dice pool that match the card turned, the player can allocate whichever matching unit within the brigade they want to activate next.



Left: Colonel Malcombe Hardsoles.

DAMAGE

Units typically contain five bases; each base can take four hits before it is removed. The number of bases lost affects the unit's ability to fire, perform in melee, and to pass morale checks.

DICE

Actions are resolved using D10s. To resolve shooting, for example, the unit's marksmanship attribute is checked and then adjusted for tactical considerations (is the target in cover or is fire from the flank?) and a D10 is rolled for each eligible firing base.

- If a target is at close range rolls need to score less than the modified marksmanship attribute.
- If the target is at long range rolls need to be less than marksmanship halved.

We have aimed to make combat fast, exciting, but most importantly decisive.



Above: Dorothy and friends skip their way down a rather well known road.

Below: Giants rampage through the land.



Gilikin Army

