

GOING SOLO

Posture is the solo mechanic that influences the decisions of the non-human player. It represents the 'opponent's attitude toward the game; it is intended to reflect the decisions that a human opponent would normally make, to create a more challenging experience for the solitaire player.

Game events and results influence Posture, and Posture is reflected in the actions units take. Posture is a numerical value, evaluated at the end of every turn, and the number can result in a range of behaviours, chosen to reflect the confidence of the 'opponent'. More confident Posture will result in an enemy who is more likely to be active, advancing and probing. Less confident Posture will lead to reactive strategy, defending objectives and returning fire.

MAGIC IN OZZ?

Ozz is a magical land; it was important to include spellcasting witches and wizards, but it was also important that battlefield magic was balanced. It has never made sense to me that a wizard might have trouble knocking out an orc in a dungeon but can cause whole units to evaporate from the table.

Wars of Ozz is essentially a horse and musket wargame. We didn't want it to become a war of the wizards with the units there just to provide targets. There are other games that are all about the wizards; *Wars of Ozz* is not one of them. We have worked extremely hard to balance magic so that it has an impact but does not take over the game. A set of spells is included for wizards and witches to wield during a battle.

The spells in *Ozz* generally affect the attributes that define units (Marksmanship, Melee, Elan, and Resolve) as well as movement. Others, such as Transport, allow the spellcaster to move a unit. It is only ten inches, but we have found that that can really impact the flow of the battle.

Named witches and wizards come with spells that reflect their history and personality; unnamed witches and wizards roll randomly, to determine what spells they will wield during a game. This might mean that some spells may not even be useful during the game, and sometimes a wizard can only have one copy of a spell in operation at a given time. For example - if a witch or wizard casts Phantom Allies on two units, when the spell is cast on the



Above: Giant pumpkins.

Below: A cornucopia of witches and wizards.



second unit, the first unit now has those Phantom Allies removed.

Spell-casters impact battle but, rather than evaporating units with cataclysmic powers or helping them vanish from one side of the battlefield to reappear at another, they are more likely to reduce an enemy unit's Resolve before a friendly unit charges them. They might cast a fireball, that causes one or two casualties to a unit; if this just results in a base loss, the impact can be enough to make a substantial change to a game.

We have been careful to ensure magic does not take the attention away from the units that are doing the shooting, moving, fighting, and holding ground.

WHAT'S NEXT FOR WARS OF OZZ?

The initial release for *Wars of Ozz* includes more than 70 packs of miniatures, covering the complete army lists of the first four armies, together with 'Allied' units and characters that can be fielded in any army.

These allies include Giant and Lesser Pumpkin Men, Trolls, Giants, Skeletons, Scarecrows and much more. Russ of Old Glory is completely committed to this project and plans to release a new faction in every quarter for the next couple of years (at least!). The next couple of armies have already been sculpted and cast; these include The Impkins (based around eternal children, armed with pop-guns, with cavalry mounted on giant St Bernards), The Land of Harvest (animated trees that throw apples), and a faction based on Admiral JinJar and her female pirate crew.

There is also a board game under development, *Campaigns of Ozz*, that can either be played as a stand-alone game or used as a campaign system, providing context and continuity for tabletop encounters.



Above: A brutal harvest time.

Below: Eagle riders soar ahead.

"Our land of Ozz had its actual conception in the 1950s. As a little boy growing up in Iowa it was a yearly family event to gather around the TV with a bucket of popcorn and watch *The Wizard of Oz*. (I still prefer it in black and white).

With a huge interest in military history and little toy army men even then, I was always enamoured with the Winkie palace guard and - though I am sure very few others noticed this - the little Munchkin soldiers in their Napoleonic style dress. They appear as Dorothy happily exits the little Munchkin village and heads off on her perilous journey.

This all indicated to me that there had been, and were, armies and military engagements in this wonderful land of Oz." Russ Dunaway - Old Glory

LIONS, TIGERS, AND ... ALBINO GOATS THE SIZE OF HORSES?

"Nobody remembers what it was like before the war, dear Tom. That is the point of war," explained Scarecrow the Wise. "War erases the past like the farmer ploughing a field so fresh seed can grow instead of the weeds of yesteryear. That is what makes war so wonderful."

The history of Ozz begins at the end, when the Madness Bombs fell, and the Last Great War lurched and capered to its end. All that remained were howling hordes marauding across the burnt and broken land. The Last Great War was over.

Even before the Madness had burned itself away, strange creatures started to appear among the survivors. Nobody knows what triggered the mutations. Some say it was the work of the scientist-kings of the Last Great War, using technology that had been long lost. Others contend it was the result of the war-poisoned land that reeked of toxic vapors and foul waters. Whatever the cause, mutations of all shapes and sizes spontaneously occurred.

And strange new beasts appeared. Foremost of these were the savage winged apes, but there were also giant wolves, albino goats the size of horses, dire lions, giants, and creatures even more bizarre.

THERE'S NO PLACE LIKE OZZ, THERE'S NO PLACE LIKE OZZ, THERE'S NO PLACE LIKE OZZ ...

From "a wargame, based on the *Wizard of Oz* ... really?!" I have become very, very excited. Sally 4th are publishing the rulebook and I am painting and photographing around 500 miniatures to illustrate it. *Wars of Ozz* offers a refreshing take on fantasy tabletop gaming - a mass-battle system with rank upon rank of soldiers manoeuvring around the battlefield in a way that would make Marshal Ney smile. In fact, one of our play testers commented that *Wars of Ozz* was the best Divisional level Napoleonic game they had played. Little did he know that *Wars of Column Line and Square* (a derivative using the underlying mechanisms for historical conflicts) and *Wars of Orcs and Dwarves* (a derivative for mainstream mass fantasy battle), are already under development!

