
Legions Of Ashworld Download For Pc Highly Compressed



Download ->>>>>> <http://bit.ly/2K0DqWp>

About This Game

Legions of Ashworld is a turn-based war-game, which brings a sense of adventure to strategic war-gaming with its first-person view of an open world environment. The game is set in a ancient fantasy world of kings, wizards and fearsome creatures. When a powerful empire invades the lands governed by humans all the realms are plunged into a great conflict. It is the player's task to organise the opposition to the invading forces, uniting the kingdoms into an alliance and ultimately in taking the war back to the invaders.

As the various characters encountered across Ashworld are recruited to the player's cause, the player can then move them around the lands, having them performing a variety of activities, such as hiring mercenaries, buying goods and provisions, and attacking hostile forces. The lands of Ashworld contain many places of interest - especially noteworthy are various temples, from those occupied by servants of wizards' orders which provide magic services, to ancient abandoned ruins where valuable magic items can be found. Outside the territories where humans reside other races live who may become important allies if persuaded to join the war.

Main features:

- an open-world environment where exploration supplements strategic planning and tactical decisions
- easy management of resources
- hand drawn graphics in the style of classic, golden age, illustration

- designed to cater for custom scenarios/modding

Special notes

Legions of Ashworld is a hard game, suitable for players wanting something different with a lot of challenge. Those who are not ready for the defeat should stay away.

Title: Legions of Ashworld

Genre: Indie, Strategy

Developer:

Jugilus

Publisher:

Wastelands Interactive

Release Date: 4 Jul, 2014

a09c17d780

English

The screenshot displays a strategy game interface. The top portion shows a 3D-rendered landscape at sunset, with a herd of lions in the foreground. Below this is a detailed information panel for a 'cavalry' unit. To the left is a tactical map showing various locations and units. The bottom right features a 'REST' button and movement controls.

Unit Information Panel:

- cavalry**
- race: human
- strength: 76%
- experience: 20%
- max. supplies usage per day: 6 (1 for 50 warriors)

Unit Stats:

- 800

Map Labels:

- approx. 2000
- approx. 2000
- Diyigarrhon 600w
- Mts
- Bazim 300w
- PHARIA
- Ehratuk 800w
- Emerald

Unit Details:

- Bazim**
- race: human
- strength:
- experience:
- troops: 300w

Location Description:

- here: hills in the Kingdom of Pharia
- allies: Bazim
- 300w, 473g
- ahead: plains in the Kingdom of Pharia
- beasts: 17 lions

Other UI Elements:

- W
- 2 h
- REST



NW

11 h

Ofyemb
 race: human
 strength:
 experience:
 troops: 2000w

898
 1102

here: plains in the Kingdom of Pharia
 Ofyemb is travelling with Nuryhad. *leave the group*
 5000w, 58s - less than 1 day
 allies: 2 (Ofyemb, ...) ...
 ahead: plains in the Kingdom of Pharia
 enemies: army commander, the Emptre Of Arath
 1950w
 around...

REST

PROCEED

The screenshot displays a 3D view of a castle in a desert landscape. In the foreground, a unit of knights on horseback is positioned. The interface below the 3D view includes a map on the left, a tactical grid in the center, and a unit information panel on the right.

Unit Information Panel:

- Name:** Nuryhad
- race:** human
- strength:** [Progress bar]
- experience:** [Progress bar]
- troops:** 2128w
- Abilities:** 1 (represented by a globe icon)
- Resources:** 1178 (represented by a horse icon), 950 (represented by a hand icon), 183 (represented by a horse icon)

Map and Tactical Grid:

- Map:** Shows the Dale of Lions region with a unit icon at coordinates 2128w.
- Tactical Grid:** A hexagonal grid with a highlighted orange cell and a timer of 6.45 h.

Unit Status and Location:

- here:** plains in the Dale of Lions
- allies:** 2 (Nuryhad, ...) - 2128w, 196g, 183s - 5days or more
- ahead:** the Keep of Ofyemb in the Dale of Lions
- neutral:** 2 (Ofyemb, ...) - 900w
- REST:** [Button]

nice little game, I like the map. Very good strategy game heavily inspired by Lords of Midnight.

The good:

- The world and its inhabitants: Humans, wizards (different schools), lizards, giants etc
- UI, much better than LoM. Moving, grouping, item exchange, searching... everything task is just enjoyment to perform
- Graphics, very atmospheric
- Wildlife is meaningful and not just an annoyance. You get food and troops (with specific mages) from them.
- There are story elements, although there could be more of them
- Addictive, could not stop until finish

The bad:

- Too short! main campaign is just 6 hours of gametime
- Difficulty level. Got it right on my second (real) playthrough
- Any lord can be recruited by any other lord.
- The names of the humans are just too much the same, making them difficult to distinguish
- Too short!

If it contained 20 hours of gameplay I would give LoA a 9.5/10, but with current length I give it 9-. This game is a 40 mb file that falls very short of any real depth or complexity. It is very quick to jump into and learn because of how shallow it is. As a fan of strategy games I tend to think of them as games that are mentally engaging, this is not a game that fits that bill. The only thinking involved is understanding the game mechanics, once that is done your journey of entertainment is likely complete. There is simply not a lot of content here so for the release price I would say avoid it.

The game may be worth revisiting in a few months when it is going for 2-3\$ or if it receives significant content updates, which by significant I mean more than doubling the amount of game mechanics involved. I have my doubts that will happen. So I recommend waiting for the price drop. I like this game. I have not played very much of it, but it is a decent very old school wargame (I'm thinking of Warlords on the Commodore PET). Logistics, supply, exploration and army building are the key components here. I enjoy recruiting armies to my cause, then being able to control them. I like building up my armies, searching for magic items and beasts to supplement my army.

I wish the combat had at least some tactical components, but it is what it is. It's about positioning your armies, taking out the enemy armies when you have the chance, and building experience to take on stronger armies.

I have just barely gotten into the game, but I will be spending some time trying to beat this game. Unfortunately, and this is a HUGE disappointment, there is only one campaign. Once you beat it, that's it. I guess you can play again on the harder difficulty level.

The developer needs to come out with more campaigns. Hopefully this game will do well enough in the marketplace to let him/her support this game for a while.

I recommend this game.

Onwards!. LEGIONS OF ASHWORLD VERDICT

That's Legions of Ashworld's greatest problem, really, a lack of character. Beyond the likeable visuals it's a very dry, repetitive experience that never engages you or makes you care about defending your kingdom. There's too little at stake and not nearly enough reason to keep you trudging about the wastes. The art style is lovely and there's clearly a great affection on behalf of the developers for classic strategy/RPG hybrids, but Legions of Ashworld quickly becomes bogged down in endless army movement, uninteresting combat and micromanagement. The core elements of a decent game are there, but there's no meat on the bones.

TOP GAME MOMENT

Exploring uncharted territory and meeting a new ally who provides you with much-needed supplies and troops is admittedly

satisfying, but not nearly as satisfying as it should be.

. I got this game just because the artwork and GUI in the screenshots looked interesting and unusual. I expected the game to be kinda blah and to just play with the interface for a bit since it wasn't expensive to buy. My negative expectations ended up being wrong, this game is well done and challenging. The only negative thing I have to say about it now is that there is only one campaign to play. Hopefully this game's developers will come out with another game with this engine with more campaigns and/or campaign editors or something.*

Having only the one campaign it's a good thing the dev's made it very difficult. My first few playthroughs were little more than some scouting around and getting killed. I've since gotten better and have managed to recruit several more armies and get another Kingdom on my side, but I still can't make a dent in the enemy's forces yet.

*this engine would be great for a Romance of the Three Kingdoms campaign.. First off, I want to say this could have been a very good game. It has a nice atmosphere, an interesting story, and cool mechanics. It really sucks you into the Universe, where you are attempting to save three kingdoms from an Evil Empire, Mad Wizard, and Devious Cult. You play the game a few times, until you finally pull out a win against the odds... and that's it.

The game comes pre-packaged with a single scenario (not counting a short tutorial one teaching you the basics of play), and once you beat that scenario you have zero reason to play again. Now at 4.99 it's hardly a great loss, and you probably got a couple hours of enjoyment out of it, but still. For a game with so much potential it's sad to see it fall so flat. Supposedly the game was supposed to feature an editor that let you make and play your own scenarios, what was given was a confusing and unhelpful web page with a ZIP file. So instead of a smooth in-game editor, you're stuck with a clunky text editor that most non-coders won't be able to master in a reasonable time frame.

So if you don't mind paying five bucks for a couple hours of entertainment, then this is for you. If you were looking for a game where you could build an epic storyline full of heroes, adventure, and armies, then keep looking.

This game does not deserve the low user review score it has at the moment.

I had a great time playing it.

It has a new unspent fantasy world and a quite unique scenario:

You can not fight the invading enemy forces right on, you have to retreat, build troops, find allies.

It is more than worth the 5 bucks.

If you like strategy games and a unique scenario give it a try!

. A lone commander ferrying supplies to my main army got eaten by 16 lions.. A very confusing game.... the menus are confusing ... the world is so much empty desert , I have no idea where to go even after the tutorial.... I'm on the fence about whether or not I "recommend" this game -- I'm putting it as yes, because I did enjoy my time with it. However, I don't think it's a game for mass audiences.

The key aspect of LoA is that it is a STRATEGY game in the truest sense. Not strategy a la real-time-strategy games that in reality emphasize tactics over strategy, this game is about coming up with a grand overarching plan, sticking to it when it's working, modifying it when it's not, and coming up with new ones when your old plan gets blown out of the water.

Combat is very simple: Two armies meet, time passes, and people die. The victor is determined purely through strategic-level elements: How many troops are on each side of the field, how rested those troops are, how good those troops are, and what magic influences the field. I appreciate the change of pace.

One reason people might want to not buy LoA is that there's only one real campaign right now (plus a tiny tutorial campaign which doesn't count) and it doesn't seem like there's much replay value after you beat that campaign, and once you understand everything the campaign's not that difficult. I beat it on my second or third "real" try (not counting early plays where I didn't know what was going on, some experimental plays where I was intentionally doing "stupid" things in order to learn new tricks, etc) on the medium difficulty.. There are a few elements to this game that could have been done better- more characterization and new scenarios\greater re-playability, and if so would have really launched it into the territory of being one of the greats. Still a very solid choice, and I'm excited to see more games like this or even some custom maps.

8/10 so close to amazing, but a great case study nonetheless. Decent first person strategy\midnightlike\unite 'em up with an intuitive interface and nice graphics and music. It is quite barebones though, even when compared to the games that inspired it (no non-combat victory conditions or character traits for example). Play it but only if you already have LoM remakes (I think the developer made graphics for them).

[3D Hardcore Cube download for pc \[pack\]](#)

[The Panic Room keygen](#)

[Hot Zone download for PS](#)

[Trials Evolution: Gold Edition Ativador download \[full version\]](#)

[Yumeutsutsu Re:Master Re:Master Torrent Download \[PC\]](#)

[Slam Activation Code](#)

[Road Works cracked download](#)

[Fantasy Grounds - Token Pack 94: Deitys amp; Devils 2 \(Token Pack\) download 13gb](#)

[Block N Load - 560 Platinum Bar Pack Download\] \[Ativador\]](#)

[Neven crack and patch](#)