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## Legions Of Ashworld Download For Windows



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## 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

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- 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.

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Title: Legions of Ashworld

Genre: Indie, Strategy

Developer:

Jugilus

Publisher:

Wastelands Interactive

Release Date: 4 Jul, 2014

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English

The screenshot displays a game interface with a 3D top-down view of a desert landscape. In the center, a white stone castle with a central tower stands on a sandy plain. A unit of knights on horseback, led by a commander in a yellow tunic, is positioned in front of the castle. The background features rolling hills and mountains under a clear blue sky.

Below the 3D view is a UI panel. On the left is a map showing the region 'The Dale of Lions' with a unit icon and coordinates '2128w'. To the right of the map is a tactical grid with a central orange square and a timer '6.45 h'. Further right is a unit information panel for 'Nuryhad', a human unit with a portrait, a strength bar, an experience bar, and a troop count of 2128w. To the right of this panel are three resource icons: a globe with '1', a horse with '1178', and a cart with '183'. Below these is a text box containing strategic information:

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

On the far right of the UI panel is a 'REST' button and several directional arrows.



**Lightness of Hastiness**  
 A talisman which enhances speed of movement.  
 magic influences  
 group speed +20%  
 effective: during possession

**Rasinti**  
 class: wizard  
 strength:   
 experience:   
 troops: -

249 1

here: rocky hills in Ugrock  
 allies: Rasinti  
 249g  
 ahead: rocky grounds in Ugrock  
 around...  
 to the south-west: 2 neutral

REST  
 HEAL

8.15 h

Hazar, 2550w  
 Rasinti  
 Ugrock

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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).. 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 edits 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.. nice little game, I like the map. 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.

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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.

8V10 so close to amazing, but a great case study nonetheless. 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 9,5V10, but with current length I give it 9-. 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... Very clearly influenced by Mike Singleton's classic "Lords Of Midnight", Legions of Ashworld vastly improves the now decades old games' interface, but loses almost all of the charm that made LoM interesting. Characters have no real background other than a name and a race. No character traits that made them more or less likely to recruit others, as in Doomdark's Revenge.

It just feels flat, uninteresting, and leaves me with no real motivation to see the war through. The first person view makes wargaming finicky and require far more clicks and actions than it would have otherwise taken. Without the charm of exploring a world full of unique characters, why bother?. Legions of Asworld

Excellent strategy game with rpg and tactical elements in it. It is a very hard and challenging game. Think about USSR at -41 when Germany assaulted it. Soviets struggled in defensive war at start, until tides turned. That's what is going on here as well.

At start your mission is unity "allies" under the same flag. While doing that, you need to defend land against hostile and superior force. Slowly you gain power by recruiting more cities under your control and winning battles (hopefully). The game has good re-playability possibilities as there are different ways to achieve these things. For example, if you recruit a powerful king on your side, it will end up to a side quest. Which takes your attention elsewhere, while you are already busy by defending your territory. You also have few wizards under your control. They are good in battle, but can also be used in quests, hunting artifacts and treasures all over the map!

A simple and quite good made UI may look strange, but it offers you just what you need to enjoy the game.

Well worth 3.74e (holiday sale)!. A lone commander ferrying supplies to my main army got eaten by 16 lions.. A fun game harking back to the classic RPG V Strategy games of yore. Very polished, fun and challenging.

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