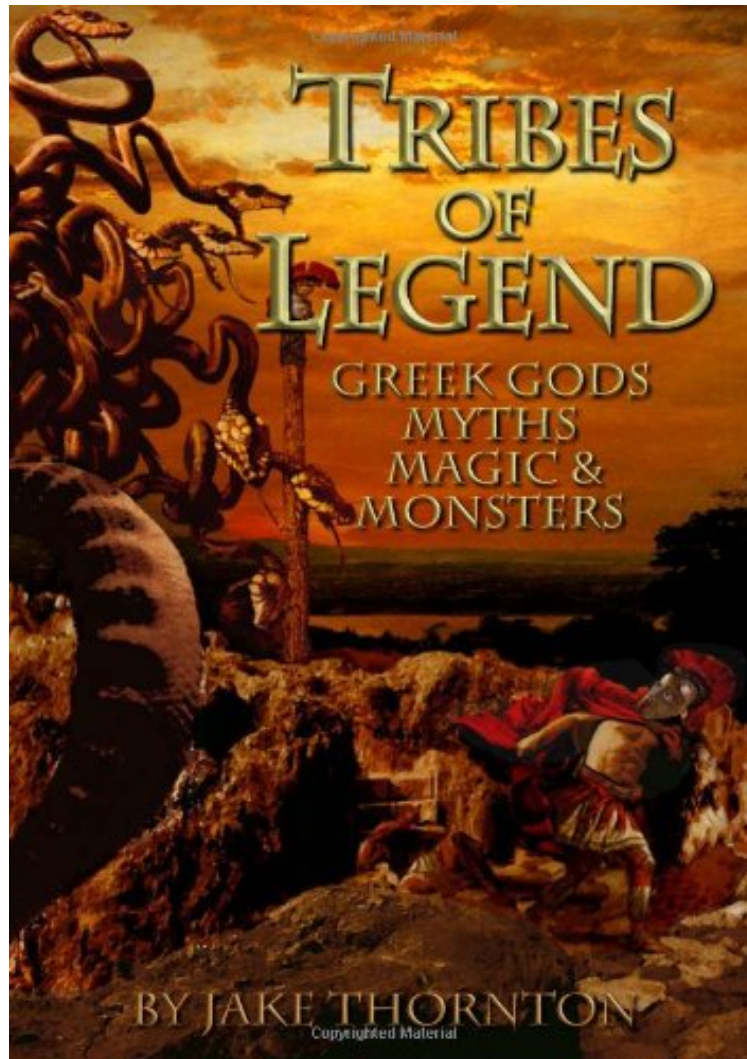


[FREE] Tribes of Legend: Fantasy, Myths, Magic and Mayhem Gaming and Modelling in the World of Greek Gods and Legends

## Tribes of Legend: Fantasy, Myths, Magic and Mayhem Gaming and Modelling in the World of Greek Gods and Legends

*Jake Thornton*

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**Jake Thornton : Tribes of Legend: Fantasy, Myths, Magic and Mayhem Gaming and Modelling in the World of Greek Gods and Legends** before purchasing it in order to gage whether or not it would be worth my time, and all praised Tribes of Legend: Fantasy, Myths, Magic and Mayhem Gaming and Modelling in the World of Greek Gods and Legends:

0 of 0 people found the following review helpful. Four StarsBy Seamus "Fack" O'MalleyWell laid out with a good

hero campaign, beautifully painted miniatures throughout as well as a painting guide.0 of 2 people found the following review helpful. nothing to brag aboutBy Mitziel got this from for around \$10.00. For the price it was ok, not worth much more.The games are simple, but I actually like that, because if it is easy to play you might actually play the games instead of just reading about them, ha, ha.Foundry miniatures (or whatever they are calling their non-historical ranges now a days) are expensive and I really couldn't see spending that much money just to play Tribes of Legend. For \$10 it's nice eye candy (if you can appreciate Dalimore paint jobs, don't let the table top quality paint jobs fool you, Foundry(or whatever they call it now) miniatures are much nicer in person)If you have some interested kids, a bunch of lego people, and an interest in Greek mythology this might be a fun game to check out....for \$10 bucks.2 of 6 people found the following review helpful. ...just a painting guide?By JayDeeAs this is about Greek mythological Gods and Monsters I of course didn't expect a "real historic" wargame but some "Harryhausen" fun. But this is neither! The rules are very(!) simple and sorted out on a few pages and the rest is just a painting guide that advertises wargames foundry's miniatures and paint range. If I want to buy a painting guide I can get better ones, if I want a fun monster bashing game, again there are better rule systems. This is very disappointing, a nice idea wasted. Fighting miniature games with Greek mythology miniatures is a great idea but the rules here have nothing to do with the background, just very simple and plain miniature tabletop rules. Using standard playing cards in the game really felt wrong, a Joker and Queen of hearts just don't add much of a mythological feel (this is used in Wild West games!). The "hand of Gods" cards don't add anything and could have easily been replaced with some dice rolls instead of photocopying and making cards yourself (there are only three different ones anyhow). Sometime miniatures are treated as scenery only and have no real "playable effect". All in all I had expected much more and was pretty disappointed to just get a lame painting guide and a set of simple(!)rules. It feels like wargames foundry needed to push sales on their Greek range and so they came up with the idea of releasing a rules set... I agree with the first review, you can put this book on the coffee table, but then again there are better books on Greek mythology and better and more fun wargame rules. Sadly this neither.

There are many writings about ancient cultures lurking in the dusty books of academia, but few capture the imagination like the legends and myths of the ancient Greeks where heroes and monsters live or die in struggles for survival, honor and glory all under the watchful gaze of their meddlesome gods. These tales not only evoke images of warriors in gleaming bronze armor and beautiful women dressed in flowing white robes, but relate many wondrous stories of heroism and adventure, death and glory; the noble sacrifice of the 300 Spartans, the famous deception of the wooden horse and the voyage of Jason and the Argonauts to name but three. This book contains not one, but three separate games set in this ancient world of myth, magic and monsters, ranging from full scale battles to a game for a single hero having to overcome all of the obstacles that mortals and gods in their whim and wisdom devise. However, this book is much more than a collection of games for it also includes guides for building terrain on your tabletop and a series of step-by-step instructions on how to paint the models you might want to play with - the photographs in this book show the models at their best, in their natural habitat: heroes and monsters locked in honorable combat. So what will be your first foray into this ancient realm? Are you a lone hero or a leader of armies? Decide, and then summon your courage, offer your prayer and, whichever game you play, may the gods smile on you.