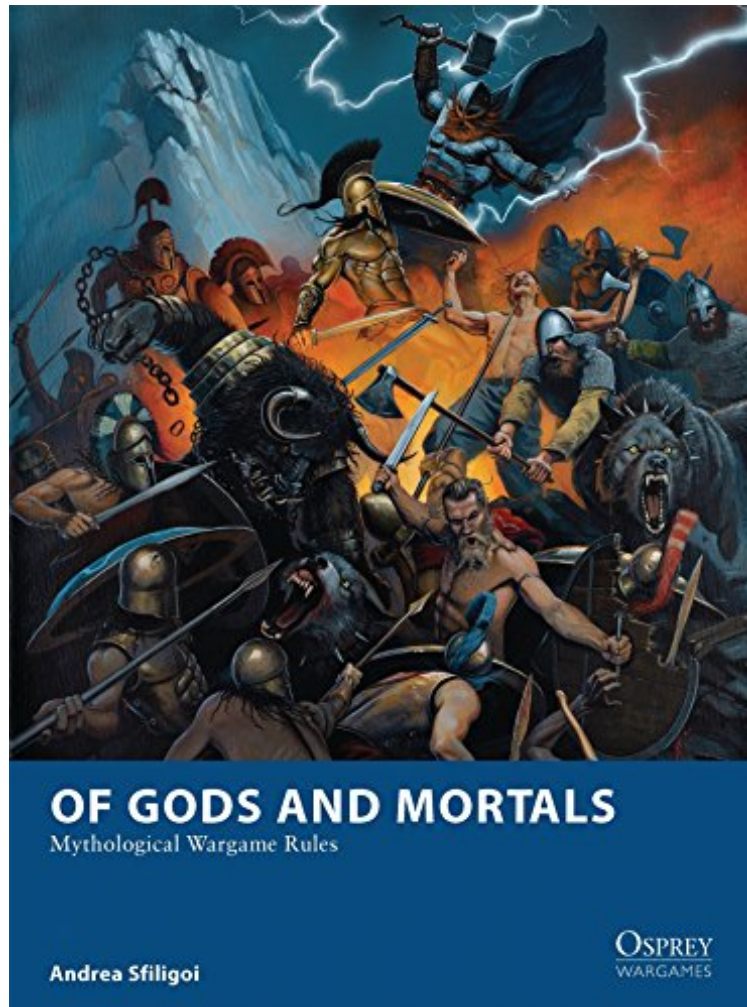


[Library ebook] Of Gods and Mortals: Mythological Wargame Rules (Osprey Wargames)

# Of Gods and Mortals: Mythological Wargame Rules (Osprey Wargames)

Andrea Sfiligoi

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#980196 in Books Osprey Wargames Osprey 2013-10-22 2013-10-22Original language:EnglishPDF # 1 .39 x .18 x 7.26l, .45 #File Name: 178096849364 pages | File size: 20.Mb

**Andrea Sfiligoi : Of Gods and Mortals: Mythological Wargame Rules (Osprey Wargames)** before purchasing it in order to gage whether or not it would be worth my time, and all praised Of Gods and Mortals: Mythological Wargame Rules (Osprey Wargames):

14 of 14 people found the following review helpful. Dueling Gods!By John S HoveyOverviewOf Gods and Mortals (OGAM) is a set of skirmish rules for Mythology-themed miniature battles. Models represent individual mortals, legends, or gods. Gods and legends move and fight independently, while mortals fight in close or open order groups of 4-8 figures. A typical force will consist of one god, 2-4 legends, and 8-16 mortals. OGAM combines a simple combat system with a great activation/initiative system.The starter sets from NorthStar are just under 1000 points and consist

of 15-20 figures. Mortals are 28-30mm, legends tend to be a little larger, and the gods tower over them at 45-75mm! The recommended table size for a standard game is 3' x 3' and should not take more than an 30-45 minutes. The rules are available in both pdf and softback. Production values are great for the price – the softback is \$13 on . The cover shows an epic battle between Greek and Norse forces, and the interior art is exceptional. The layout bothers me as it did with Ronin. New rules sections, even chapters, do not necessarily start at the top of a page. Even holding to 64 pages, it seems like they could rearrange some of the artwork to align things better. Force Lists Army lists are only provided for four mythologies: Norse, Egyptian, Celtic, and Greek. Each of these can be used to create a huge variety of different forces. A Greek army of Zeus might have nothing in common with an army of Hades or Apollo. There are 7-12 different gods, legends, and mortal unit types for each faction other than the Greeks who are given a dozen gods and over 20 legends and mortal units. Normally I'd consider only 4 factions a limitation, but rules are given for creating your own units, legends, and gods. They are pretty simple, but with the large selection of examples it would be very easy to recreate armies from other mythologies or add to the existing ones. There are 70 traits that represent the special abilities of the characters. For example, Medusa can turn enemies to stone, while Thor can call down lightning, control the weather, and hurl Mjolnir. You can even "Let Loose the Kraken!" Gameplay The most unique aspect of OGAM is the unit activation system. On a player's turn he attempts to activate his units one at a time by rolling 1, 2, or 3d6. For each die that scores equal to or higher than the unit's quality rating the unit is allowed to take one action. The reason to not always roll 3 dice is that there are consequences for failed attempts. Each die lower than the unit's quality gives your opponent a reaction attempt, and if two or more dice fail on the same roll your turn ends. When each unit is activated it can move, shoot, melee, or perform other special abilities. Reaction rolls allow your enemy act on your turn. Each unit can only attempt to activate or react once during each player's turn. All combat is competitive die rolls. There's a short list of modifiers that are pretty intuitive. When a legend is defeated by mortals, or a god by any non-god, the defeated figure is allowed a 'save' based on its quality. Other Stuff In addition to the rules and army lists, the book contains five scenarios, basic campaign mechanics, and recommendations for multiplayer games. 0 of 0 people found the following review helpful. Gods and Mortals Combat Fun! By William Reger A really interesting game invoking the old gods, the worshipers who bring them to life, and the demi-gods who fill the areas in between. Like most of Andrea Sfiligoi's works this is an immensely interactive and fun system for battling between the myths. A point system helps keep the weird aspects competitive between the gods while highlighting the differences between mortal believers, the chosen heroes, and the gods that represent them. It calls out for a Dark Age Greek game of city states battling Persian and Egyptian armies and gods. 0 of 0 people found the following review helpful. An hidden shocker in quality, perfection and enjoyment in miniature gaming. By Erik W Centner This relatively undiscovered skirmish level miniature game, was extremely well designed. The rule book is a joy to read and the game was so well designed, you can be up and running in no time. Basically, for this game, you play a mythological god, and its popular minions and legends, e.g. Zeus, Hercules and Greek soldiers, and fight against other mythos, legends and soldiers. In a hobby consisting of expensive armies to build, complicated set of rules, and lengthy playing time, this is on the opposite end of the spectrum, and because of that, the fun factor is evident. I seriously recommend any and all miniatures players to look into this and Osprey Wargames related games.

Factions represented in the rulebook include: Greco-Roman, Egyptian, Japanese, Aztecs, Pre-Islamic Arabs (Arabian Nights), Norse, Celts and Chinese. For every army list, a list suitable models from various manufacturers and scales will be included. New armies may be added as free PDF add-ons, keeping the game fresh for years. Two armies clash: Thor, surrounded by crackling lightning, leads the assault of a horde of Viking berserkers. Preparing to receive this charge stands a wall of grim-faced, determined Spartan hoplites, commanded by Ares. Of Gods and Mortals is a scalable skirmish rules set where the average scenario plays in about one hour using up to 20 models per player on a 4'x4' table. Each player controls one god, 1-3 Legends (priests, demigods, heroes, monsters or other mythical creatures), and 10 to 20 men (infantry, cavalry, and the occasional artillery piece). This creates a three-tiered structure in the warband. The three troop types are interdependent in more than one way. Gods lead men by their powers, while at the same time men give power to the gods by their faith in them. A God cannot exist without its Faithful. The Faithful cannot win without the help of their God. There is no automatic winning strategy: the player must balance his limited resources and outguess his opponent. A bit of luck helps, too! Gods may seem all-powerful but they lose power as their troops are killed. At the same time, if the God is defeated, the mortals' morale is weakened. Gods do not die but they disappear if defeated. Legends are a sort of middle ground and provide special abilities to the warband. Mortals are more effective when used against other mortals - kill your opponent's mortal forces and you will deprive his god of much needed energy. The faith level of the warband is tracked with dice at the side of the table. When the faith level is at the maximum, the army is bolstered, priests may invoke miracles and curses, mortal troops activate at +1, and so on. When the faith level is severely reduced, the power level of the god is reduced too, and priests may not perform miracles or use spells. When the faith level drops to zero, the god disappears and all the troops still in play must make a rout test. Combat between gods is conducted like normal, but in certain cases (if both roll a six), an explosion of power hits all mortal models in range. Combat between gods use a colored dice mechanic so they can

battle each other for an extended time. Combat between mortals and legends use normal Song mechanics - opposed die rolls plus modifiers, with different game results based on how much the contest is won by. The game also introduces a mechanic in which a hero or other personality may swear an oath or boast that he will accomplish something within a set number of turns. If he manages to fulfill his oath, his army gets a morale bonus.

About the Author Andrea Sfiligoi is one of those few lucky fellows who can claim they are "working" while playing with toy soldiers. The success of his Song of Blades and Heroes line of wargame and roleplaying books, published by Ganesha Games, convinced him to stop doing what he was doing before and write games for a living.