

Fantasy Grounds - Weird Wars Rome: Half-Set Sun (Savage Worlds) Download Xbox



Download >>> <http://bit.ly/2SK9mRn>

About This Content

Weird Wars Rome: Half Set Sun

Aegyptus, a land of mystery and antiquity to the rest of the known world. A place of ancient gods and goddesses, mysterious temples and tombs, and extreme environments. As the annual Nile floods begin to recede, the Roman governor in Alexandria receives word the Nubians have attacked the province from the south, quickly overwhelming the border posts and laying siege to the key frontier city of Swenett and its fortress at Elephantine.

The heroes are tasked with commanding an entire century to retake the fortresses and villages, and find out who—or what—has spurred the Nubians to war.

For use with Weird Wars Rome.

Fantasy Grounds Conversion: Matt Rimler

Released on May 18, 2017. Designed for Fantasy Grounds version 3.2.2 and higher.

Requires: An active subscription or a one time purchase of a Fantasy Grounds Full or Ultimate license and a one time purchase of the Savage Worlds ruleset.

Title: Fantasy Grounds - Weird Wars Rome: Half-Set Sun (Savage Worlds)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 25 May, 2017

a09c17d780

Minimum:

OS: Windows 7x , 8x or 10x

Processor: 1 GHz or higher processor

Memory: 1 GB RAM

Graphics: DirectX or OpenGL compatible card

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 500 MB available space

Sound Card: a sound card is required for hearing background music

Additional Notes: Requirements vary by the add-ons installed and the number of players connecting to your game.

English

PERSONALITIES

- Avatar of Sobek
- Champion of Serket (Claudia)
- Crucible
- Sand Specter
- Sobek
- Sobek Cult Leader
- War Chief
- Warrior

LIBRARY

Archetypes Characters Edges
 Encounters Hindrances Images & Maps
 Items Monstrous Abilities Notes

ADVENTURE

Weird Wars Rome: The Half-Set Sun

SAVAGE WORLDS ESSENTIALS

Weird Wars Rome: The Half-Set Sun

GM GMAD BART GAD

BOOKS LIGHT COLOR

FX FDS

STORY

Story Navigation Index

- (Index)
- Preface
- 00:00 Preface: Call of Duty
- Chapter One
- 01:00 Chapter One: Movement to Contact
- 01:01 Area of Operations
- Chapter Two
- 02:00 Chapter Two: The Forts
- 02:01 Castellum Convex
- 02:02 Castellum Aquila
- 02:03 There's Always One
- 02:04 The Desert Attacks
- 02:05 Castellum Acceptor

WEIRD WARS ROME: THE HALF-SET SUN

GM

Target: 4

Save

NPCs

Make NPC: [A]

Group	Name	Source
[A]	Air Elemental	SW Deluxe GM Guide
[A]	Alligator/Crocodile	SW Deluxe GM Guide
[A]	Arbor Bellum	Weird Wars Rome: War Ma
[A]	Archer	Weird Wars Rome: The Hal
[A]	Avatar of Sobek	Weird Wars Rome: The Hal
[A]	Barbarian	Weird Wars Rome: War Ma
[A]	Barbarian Archer	Weird Wars Rome: War Ma
[A]	Bear, Large	SW Deluxe GM Guide
[A]	Berserker	Weird Wars Rome: War Ma
[A]	Bioneye	Weird Wars Rome: War Ma
[A]	Boar, Wild	Weird Wars Rome: War Ma
[A]	Bodyguard	SW Deluxe Player Guide

Page 1 of 2

Tough: [A]

Wildcard: [A]

LIBRARY

GM Play Create PC [A]

Category	Item
[A]	Archetypes
[A]	Characters
[A]	Edges
[A]	Encounters
[A]	Flintstones
[A]	Images & Maps
[A]	Items
[A]	Monstrous Abilities
[A]	Notes

ADVENTURE

Weird Wars Rome: The Half-Set Sun

Weird Wars Rome: The Half-Set Sun

Personality

Story Scenes

STORY

Templates [A]

Group	Name	Source
[A]	(Index)	Weird Wars Rome: The Hal
[A]	00.00 Preface: Call of Duty	Weird Wars Rome: The Hal
[A]	01.00 Chapter One: Movement to Contact	Weird Wars Rome: The Hal
[A]	01.01 Area of Operations	Weird Wars Rome: The Hal
[A]	02.00 Chapter Two: The Forts	Weird Wars Rome: The Hal
[A]	02.01 Castellum Corvus	Weird Wars Rome: The Hal
[A]	02.02 Castellum Aquila	Weird Wars Rome: The Hal
[A]	02.03 There's Always One	Weird Wars Rome: The Hal
[A]	02.04 The Desert Attacks	Weird Wars Rome: The Hal
[A]	02.05 Castellum Acceptor	Weird Wars Rome: The Hal
[A]	02.06 Hearts and Minds and Gladi	Weird Wars Rome: The Hal
[A]	02.07 Abu	Weird Wars Rome: The Hal
[A]	02.08 Satef	Weird Wars Rome: The Hal
[A]	02.09 Novo Capua	Weird Wars Rome: The Hal
[A]	02.10 Anka Muth	Weird Wars Rome: The Hal
[A]	02.11 And He Rode a Pale Horse	Weird Wars Rome: The Hal
[A]	02.12 Juma's Capture	Weird Wars Rome: The Hal
[A]	02.13 Trifling With the Gods	Weird Wars Rome: The Hal
[A]	03.00 Raiders of the Lost Scorpion	Weird Wars Rome: The Hal
[A]	03.01 The Temple	Weird Wars Rome: The Hal
[A]	03.02 L. Claudius	Weird Wars Rome: The Hal
[A]	04.00 The Half-Set Sun	Weird Wars Rome: The Hal

ENCOUNTERS

Random [A]

Group	Name	Source
[A]	02.01 Castellum Corvus	Weird Wars Rome: The Hal
[A]	02.02 Castellum Acceptor	Weird Wars Rome: The Hal
[A]	02.07 Abu	Weird Wars Rome: The Hal
[A]	02.08 Satef	Weird Wars Rome: The Hal
[A]	02.09 Novo Capua	Weird Wars Rome: The Hal
[A]	02.10 Anka Muth	Weird Wars Rome: The Hal
[A]	02.11 And He Rode a Pale Horse	Weird Wars Rome: The Hal
[A]	02.02 L. Claudius	Weird Wars Rome: The Hal
[A]	The Desert Attacks	Weird Wars Rome: The Hal

IMAGES & MAPS

Folder Store [A]

Folder	Name	Source
[A]	Cover	Weird Wars Rome: The Hal
[A]	Crocodile	Weird Wars Rome: The Hal
[A]	Calus Claudius Appollonius	Weird Wars Rome: The Hal
[A]	Map: Castellum	Weird Wars Rome: The Hal
[A]	Map: Eastern Desert War Ma	Weird Wars Rome: The Hal
[A]	Map: Scorpion Temple	Weird Wars Rome: The Hal
[A]	Nubian Archers	Weird Wars Rome: The Hal
[A]	Nubian Warriors	Weird Wars Rome: The Hal
[A]	Sand Specter	Weird Wars Rome: The Hal
[A]	Scorpion	Weird Wars Rome: The Hal

[Fantasy Grounds - Path of Villians \(PFRPG\) Torrent Download \[Patch\]](#)
[Redneck Racers Xforce](#)
[BULLET SOUL - - Original Soundtrack download low mb](#)
[Pendula Swing Episode 2 - The Old Hero's New Journey Download\] \[Xforce\]](#)
[Red and Blue ~ Cycles of Existence \[Ativador\]](#)
[Sneak Thief crack exe](#)
[Free Download Stack Tower](#)
[Painkiller Hell amp: Damnation download 100mb](#)
[Ys VIII: Lacrimosa of DANA - Elixir Set 5 \[torrent Full\]](#)
[Hairy Little Buggers Ativador download \[License\]](#)