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Foundry Miniatures Compendium - Pirates to Darkest Africa: Rules, Campaigns, Painting Guides and Terrain-making ideas

Paul Sawyer, Adrian Garbett, Gary Chalk, Ian Heath
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Paul Sawyer, Adrian Garbett, Gary Chalk, Ian Heath : Foundry Miniatures Compendium - Pirates to Darkest Africa: Rules, Campaigns, Painting Guides and Terrain-making ideas before purchasing it in order to gage whether or not it would be worth my time, and all praised Foundry Miniatures Compendium - Pirates to Darkest Africa: Rules, Campaigns, Painting Guides and Terrain-making ideas:

1 of 1 people found the following review helpful. Five Stars
By Brian Angeli
Great photos and info..little heavy on Aztec
3 of 4 people found the following review helpful. Not nosserly recommended for Pirate Games
By Raven
I got this book, looking for great rules to get started with pirate gaming and terrain building. In terms of terrain this book does deliver, in that it will show you how to get started building great looking ships and sea ports, but if you want actual rules for gaming with pirates, I suggest looking elsewhere.
In addition this book seems more geared towards advertising for different Foundry products, more than anything else, and the book showcases information for scenarios on different products such as Darkest Africa, and Conquistadors.
3 of 4 people found the following review helpful.
Nice book
By David Cooper
But lacks enough detail - It is basically just stuff they took down from there website that used to be free so they could sell it in book form. I expected more for my money especially in painting pirates and pirate ships, etc.

This book is packed with rules, painting advice and ideas for making great-looking terrain. It will appeal to anyone interested in playing games such as exploration in Darkest Africa, fighting for survival and glory in Romes gladiatorial arenas and plundering the West African coast with your band of cutthroat pirates. Over the past twenty years or so, Foundry has published many articles on different subjects in many different magazines, some of which you may have seen but most of which I am sure you havent. Our guest Editor, Paul Sawyer, has sifted through those articles and has pulled a selection of them together in a nicely balanced book, themed to concentrate on Pirates and Darkest Africa, but covering other historical periods too; Aztecs, Gladiators, Greeks and Romans. So, if you want some simple fun rules to play, some ideas on terrain making and painting then this book is for you. Enjoy.

absolutely stunning
another great book to add to anyone's collection. (IPMS)