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A Billion Suns Interstellar Fleet Battles Osprey Wargames

Rogue StarsNot Yet ImaginedRighteous Blood, Ruthless BladesLego Tips,
Tricks and Building TechniquesThe Game Master's Book of Random
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Mass Destruction 3Reality's EdgeThe Redemption of TimeA Billion
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Rogue Stars

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A good pocket knife is all you need to start whittling. Whether you're in front of a campfire or waiting for a bus, whittling is the creative way to unwind and have fun! In this pocket-sized book, world-famous whittler Chris Lubkemann shows you how to whittle 43 useful and whimsical objects with nothing more than an Original Swiss Army® Knife, a twig, and a few minutes of time. Learn to choose your wood, sharpen your blade, and control your pocket knife with dozens of easy, step-by-step whittling projects - from bow and arrows and spoons to magical little trees, animals, and so much more. Published in collaboration with Victorinox® AG, makers of the Original Swiss Army Knife.

Not Yet Imagined

Zona Alfa is a set of simple, fast-play skirmish rules for scavenging, exploring, and surviving in a near-future, post-apocalyptic Eastern European setting. Players take on the role of bandits, mercenaries, and military units fighting over the blasted Exclusion Zone and its abandoned artefacts. Customise your fighters with a variety of weapons and specialisms to create your ideal warband. With extended rules for campaigns, character progression, terrain, and environmental hazards, Zona Alfa contains all the tools required to engage in blistering

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firefights within the Exclusion Zone.

Righteous Blood, Ruthless Blades

Hyper-reality. The area between the thriving mass of humanity known as the Sprawl and the digital refuge of Cyberspace. This is your playground. As a Showrunner, you can see and manipulate the flow of digital data through the real world - for you, reality is limitless. Welcome to Reality's Edge, a skirmish wargame set in a dystopian cyberpunk future, where players take on the roles of Showrunners - mercenary hackers who lead small teams of trusted operatives and disposable freelancers. Funded by shadow backers, the Showrunners accept jobs from faceless clients for profit, glory, and better chrome always better chrome. Battles take place in the concrete jungle known as the Sprawl, but Showrunners must remain wary of the threat posed by Cyberspace. Hacking is pivotal to the game, with data nodes, robots, machines, and even enemy chrome presenting potential targets for a cunning Console Cowboy. In an ongoing campaign, each skirmish offers you the opportunity to earn experience and equipment, from advanced weaponry and synthetics to cyber-implants, biological enhancements, clones, and much more. This is a world obsessed with whether something can be done, not whether it should.

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Lego Tips, Tricks and Building Techniques

A Billion Suns is a wargame of interstellar combat that puts you in command of fleets of powerful starships, from squadrons of agile, but fragile, fighters, to hulking and powerful capital ships. When combined with some spaceship miniatures, a tape measure, a deck of playing cards and some dice, this rulebook provides everything you need to play exciting and tense tabletop games of interstellar exploration and combat. Using simple dice pool mechanics, you must carefully manage your resources and seize the opportunities that come your way in order to lead your fleet to victory and assert your dominance over the stars.

The Game Master's Book of Random Encounters

This new edition of the multi-award-winning fantasy skirmish wargame offers improved rules based on years of player feedback, a revised spell list, and a host of brand-new scenarios. It remains fully compatible with all previously published Frostgrave supplements, allowing players to revisit past adventures as well as face new challenges. Choose a wizard from one of ten schools of magic, and

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select from a list of eighty spells. Hire a warband filled with soldiers, from lowly thugs and thieves to mighty knights and barbarians, then lead your men into the frozen ruins of the magic city of Frostgrave on the hunt for ancient treasures and the secrets of lost magic. Be warned - it is a deadly place, filled with rival wizards, wandering monsters, animated constructs, and demonic entities. Do you dare enter the Frozen City one more time?

Zona Alfa

In a galaxy torn apart by the Last War, vast pirate fleets roam from system to system, robbing, extorting, and enslaving. Amidst this chaos, thousands of independent operators - smugglers, relic hunters, freedom fighters, and mercenaries - roam the dead stars in small ships, scratching out a living any way they can. In Stargrave, players take on the role of one of these independent operators, choosing from a range of backgrounds each with their own strengths, weaknesses, and associated powers. Next, players must hire a crew for their ship, recruiting a lieutenant with a unique skill-set and a handful of soldiers, mechanics, hackers, and other specialists. Some captains may even recruit strange alien lifeforms with abilities no humanoid could ever possess. Once the players' crews are assembled, they are ready to

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dive into a campaign. Over a series of games, their crews will have the chance to carry out a variety of missions - recovering lost technology, stealing data, freeing slaves, and fighting back against the pirate fleets. In time, as the crews gain experience, they will become more powerful and hire more talented specialists. The more they grow, however, the more likely it is that a pirate fleet will take note of their activities and come after them!

Oathmark: Bane of Kings

THE ULTIMATE A-TO-Z GUIDE REVEALING EVERYTHING YOU NEED TO KNOW TO BECOME A METAL DETECTING EXPERT Nothing is as thrilling as finding cool (and often valuable) stuff right under your feet. So grab this guide and get ready to dig up more and more finds. Packed with helpful information on making your search successful and exciting, The Metal Detecting Bible serves up step-by-step instructions, illustrations, and useful photos that can turn you into a professional treasure hunter. From quick-start tips for novices to insider secrets for the most experienced hobbyists, this hands-on guide is the ultimate resource on all aspects of metal detecting. • Choose the best metal detector • Learn where to search and why • Practice appropriate swing techniques • Integrate advanced GPS technology • Scout out beaches,

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parks and historic sites • Gain permission to hunt on private property
• Identify antique coins, relics and jewelry • Use handy target recovery tools • Clean and safely preserve your finds • Sell your finds for a profit

Starmada

Beyond today's horizons lie uncountable wars still to be fought by mankind - on battlefields, against foes, and with weapons that can only be imagined. With Horizon Wars, wargamers can bring these future conflicts to the tabletop, no matter their exact vision of the future of warfare. Combining the feel of real-world combat and tactics with versatile and quick-to-learn rules, Horizon Wars is a 6mm company-level game that incorporates ground forces, aircraft and the titans of the battlefield - mechs. Whether you want to pit a handful of mechs against each other in quick clash of patrols, or line up combined-arms forces for a huge battle, the game remains fast-moving and enjoyable. Also included are full rules for building units from the ground up, allowing players to tailor their forces to suit the mission objectives or their figure collections.

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Fighting Sail

Righteous Blood, Ruthless Blades is a roleplaying game of dark adventure and heroic thrills inspired primarily by the wuxia stories of Gu Long. Players assume the roles of eccentric heroes who solve mysteries, avenge misdeeds, uphold justice, and demonstrate profound mastery of the martial arts. Character creation is designed to produce fleshed-out, potent individuals who can follow several paths, including those of the physician, beggar, assassin, thief, soldier, bandit, and more. These characters inhabit a unique martial world, or Jianghu, set in a romanticized ancient China. The towns, temples, and inns the characters can visit, and the sects and factions with whom they interact, will bring their own character to the game and provide a host of opportunities - and threats. The game is based on a simple ten-sided dice pool mechanic, loosely modeled on the one found in Wandering Heroes of Ogre Gate, and play is designed to be gritty, suspenseful, and fast, so the focus remains on solving mysteries and roleplaying your character. When combat does arise, it is consequential and swift, and often resolved in a single roll of the dice. This rulebook includes a sample martial world and a starting adventure, as well as guidelines for games masters looking to run wuxia games and create their own unique Jianghu, rife with martial

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experts, sects, and mysterious locations.

Oathmark: Battlesworn

A solo game for 1 to 6 players about the experience of flying bombing missions over Germany 1942-44. The RAF and the USAAF dropped 1.6 billion tons of bombs on Germany between 1939 and 1945. The impact on the German war machine was huge, but so was the cost. 55,573 Bomber Command crew lost their lives during this campaign. Each morning the weather and moon state were suitable, target(s) were selected by Bomber Command. A complex series of steps were then initiated to ensure the bombers were in the air, over the target at the appointed hour to deliver their bombs. The game allows the player to assemble their crew, select their target and go through the stages of the mission. From take-off, over the enemy coast, through the flak zones and onto the target. The rules are embedded in historical research and includes period material, such as briefings, aide-memoires and maps. Playing the game aims to help the player(s) understand the experience of the crews of Bomber Command a little better.

Ronin

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In the years between 1776 and 1815, grand square-rigged sailing ships dominated warfare on the high seas. Fighting Sail is a tabletop wargame of fleet battles in this age of canvas, cannon, and timbers. Players take on the roles of fleet admirals in battles ranging from the American War of Independence to the Napoleonic Wars and the War of 1812. Each fleet has access to different ships, tactics, and command personalities - each with its own strengths and weaknesses. Offering a unique blend of detail and simplicity, the scenarios included enable the recreation of historic actions or 'what-if' scenarios. Join the battle and experience the adventurous age of the fighting sail!

Cosmo's Fantasy Sex Games

From the late Revolutionary Wars and Egyptian campaign, to the battles of Austerlitz, Borodino, Leipzig, and Waterloo, Absolute Emperor is a mass battle wargame that provides all the rules needed to play during this period of grand armies and sweeping campaigns. Players' armies are composed of multiple corps, with command and control being of the utmost importance, all influenced by the elan of your general. Do you follow in the footsteps of Napoleon and be crowned the Absolute Emperor or stand against tyranny as Wellington and Blücher.

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Mini Weapons of Mass Destruction 3

Fires rage throughout the Frozen City as an inhuman army pours out of the cracks between realities. In the distant past, a cabal of city elders sought to save their lives by making a pact with a demon prince and now the Red King has come to collect what he is owed, claiming Frostgrave as his own. Many have already fled before the Red King's demonic hordes, while others seek to weather the storm, turning their bases into makeshift fortresses. The wizards of Frostgrave must choose - do they stand and fight, or do they abandon this great repository of mystical knowledge to the ravages of unearthly fire? The Red King is the first supplement designed for Frostgrave: Second Edition. In this sprawling, epic campaign, wizards will be pushed to their limits, fighting not only against one another and the perils of the Frozen City, but also against an invading army. As the Red King's power grows, the laws of magic and nature will start to bend. Can the wizards put aside their differences long enough to oppose this common foe, or will greed and mistrust doom them all?

Reality's Edge

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Starmada: Full Thrust is a supplement for the Universal Game of Starship Combat providing background and ship designs for four separate factions, each taken from Ground Zero Games' excellent line of Full Thrust miniatures. Over 75 individual ship classes are covered, from tiny corvettes to massive superdreadnoughts! This book includes all of the optional rules, weapons, and systems needed to replicate space combat in the Full Thrust universe. In addition, players may choose from two alternate movement systems to create the type of game they want to play. Finally, simplified construction rules are provided which will allow you to build your own starships to face off against those already in the book. Best of all, the ship designs within these pages are fully compatible with-and balanced against-ships from other Starmada settings without any further modification or adjustment. So what are you waiting for? Assemble your fleet, grab an opponent, and rule the stars! In order to play Starmada: Full Thrust, at a minimum you will need the free demo rules. A copy of the the Starmada Unity Rulebook would be better, as it adds a number of additional options to the game. However, owning that product is not required.

The Redemption of Time

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A young girl discovers a portal to a land filled with centaurs and unicorns in Seanan McGuire's *Across the Green Grass Fields*, a standalone tale in the Hugo and Nebula Award-winning *Wayward Children* series. "Welcome to the Hooflands. We're happy to have you, even if you being here means something's coming." Regan loves, and is loved, though her school-friend situation has become complicated, of late. When she suddenly finds herself thrust through a doorway that asks her to "Be Sure" before swallowing her whole, Regan must learn to live in a world filled with centaurs, kelpies, and other magical equines—a world that expects its human visitors to step up and be heroes. But after embracing her time with the herd, Regan discovers that not all forms of heroism are equal, and not all quests are as they seem. A standalone *Wayward Children* story containing all-new characters, and a great jumping-on point for new readers. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

A Billion Suns

A tabletop miniatures game of intense starship combat between fleets of powerful cruisers, sleek destroyers, and agile fighters. *A Billion Suns* is a wargame of interstellar combat that puts you in command of

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fleets of powerful starships, from squadrons of agile, but fragile, fighters, to hulking and powerful capital ships. Choose your vessels from pre-existing classes then customize them to create your own sub-classes, each with their own strengths, weaknesses, and armament, from accurate torpedoes to devastating macro-cannon. Using simple dice pool mechanics, you must carefully manage your resources and seize the opportunities that come your way in order to lead your fleet to victory and assert your dominance over the stars.

Gaslands

Set in an age of feuding samurai, wandering swordsmen and fearless warrior monks, Ronin is a skirmish wargame that captures the flavour and excitement of such Akira Kurosawa films as Seven Samurai and Yojimbo. Whether they prefer the loyal samurai retainers of a feudal lord or a horde of desperate bandits, players choose from one of several factions and build forces to battle for dominance and survival in 16th-century Japan. They may also recruit swords-for-hire to supplement their forces - masterless ronin, martial arts masters and secretive ninja will lend their skills to any commander who can afford them. A full points system, incorporating a wide range of equipment and skills, allows for detailed customisation of characters, while

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scenarios and a campaign system permit them to gain experience and develop over time. The fast-paced rules simulate the cut and thrust of hand-to-hand combat and require the player to make tactical decisions in the middle of a fight, immersing them in an era of war.

Black Ops

Make your journal pages shine! With this book, readers can learn to hand letter as beautifully as the experts in the planner and journaling communities. Inspirational teacher and sticker designer Cindy Guentert-Baldo shows you how. Tutorials and example pages will have you creating amazing journal pages and art projects in no time. The book includes plenty of practice space and prompts to inspire daily drills and experimentation. Decorate letters, learn different styles, and add to your toolbox of journal-lettering ideas!

Jackals

Rogue Stars is a character-based science fiction skirmish wargame, where players command crews of bounty hunters, space pirates, merchants, prospectors, smugglers, mercenary outfits, planetary police

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and other such shady factions from the fringes of galactic civilisation. Crews can vary in size, typically from four to six, and the character and crew creation systems allow for practically any concept to be built. Detailed environmental rules that include options for flora, fauna, gravity, dangerous terrain and atmosphere, and scenario design rules that ensure that missions are varied and demand adaptation and cunning on the parts of the combatants, make practically any encounter possible. Run contraband tech to rebel fighters on an ocean world while hunted by an alien kill-team or hunt down a research vessel and fight zero-gravity boarding actions in the cold depths of space - whatever you can imagine, you can do.

Cute Hand Lettering

The Zaharets, the land between the Vori Wastes and the Plains of Aeco, is well-known as the Land of Risings. Dominated by the rising city-states of Ameena Noani and Sentem, facing each other along the great War Road, the Zaharets has always been home to powerful civilizations. Beastmen ruins dot the landscape, a constant reminder of the Kingdom of Sin and the fragility of the Law of Men. Even older are the great ruins of the Hulathi, the legendary sea peoples, and the Hannic mansions sealed beneath the mountains, awaiting those who would seek

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out the Lost Folk. Scars abound from the wars between ruined Keta in the north and Gerwa in the south. And, far to the east, the legends of Muadah still beckon occultists and Jackals who seek to plunder its corrupted ruins. Inspired by the myths, cultures, and history of the Ancient Near East, and by such ancient texts as the Iliad, the Epic of Gilgamesh, and the Old Testament, Jackals is a Sword & Sorcery roleplaying game set in a Fantasy Bronze Age. With mechanics based on the popular OpenQuest system, the game places players in the role of Jackals - adventurers, explorers, sellswords, and scavengers - and sends them out into the peril-filled land of the Zaharets to make their fortune or perhaps fulfill a greater destiny

If the Universe Is Teeming with Aliens WHERE IS EVERYBODY?

The Songs of Distant Earth

The third supplement for Oathmark: Battles of the Lost Age includes numerous scenarios, rules for special formations and rules for narrative events and the passage of time that can affect the armies of a kingdom. Time is the bane of all kings. Always does it march

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forward, bringing change and challenges, wars and disasters, invaders and internal rebellion. This supplement for Oathmark: Battles of the Lost Age, focuses on the passage of time and its effect on a player's kingdom. While wars and battle still determine their ultimate fate, many other events can affect the armies of a kingdom. Plagues and blights can reduce access to soldiers from specific territories. Attempted coups can cost a king some of his best generals. On the other hand, unexpected alliances might give a kingdom access to unusual troops, or the birth of a new heir might bring wondrous presents. Along with the rules for the passing of years, this book also presents the option to train your units to fight in special formations, such as phalanxes, shield walls, and skirmish lines. These will allow players to use their existing armies to try out new strategies and tactics to swing their battle in their favor. This book also includes several new military expeditions, including numerous scenarios, to once again challenge a player's generalship.

Gaslands: Refuelled

Shoot, ram, skid and loot your way through the ruins of civilisation with Gaslands, a tabletop wargame of car-on-car destruction in a post-apocalyptic wasteland. Players control small fleets of armed vehicles

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in battles for resources, dominance and survival. With rules for multiple vehicle types (from motorbikes to big rigs), varied special weapons and accessories (including oil slicks, caltrops and nitro boosters), and a host of options for scenarios, environmental conditions, crew and campaigns, players can tailor games to match their own visions for an anarchic future.

Frostgrave: The Red King

Shoot, ram, skid, and loot your way through the ruins of civilisation with Gaslands: Refuelled, the tabletop miniature wargame of post-apocalyptic vehicular mayhem. With all-new material including expanded and enhanced perks, sponsors, vehicle types, and weapons. Gaslands: Refuelled contains everything a budding wasteland warrior needs to build and customise their fleet of vehicles in this harsh post-apocalyptic future. With a host of options for scenarios, environmental effects, and campaigns, players can create their own anarchic futures.

Across the Green Grass Fields

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Dark necromancers have laid claim to forsaken kingdoms and summoned forth the souls of those who defiled their oathmarks. The dead, once again, march to war. As armies of wraiths and skeletal warriors bring destruction to their lands, the small kingdoms of the Marches also turn to the spirits of the dead. Gathering the most ancient and powerful of oathmarks, they recall the spectral forms of those that died in loyal battle to once again come forth in defence of their kingdoms. With these ethereal warriors joining their ranks, the kings of the Marches may yet stand. This supplement for Oathmark: Battles of the Lost Age introduces the forces of the dead to the game. Some armies will use dark magic to summon the souls and corpses of traitors from the past, while others will recall the spirits of loyal warriors that gave their lives and willingly fight again. This book also includes expanded rules for characters, which allow you to chart their progress from battle-to-battle, and watch as they grow in rank, responsibility, and power. All of these rules are then incorporated into a campaign featuring new scenarios that together tell of an epic war for survival.

A Billion Suns

From the editors of Cosmopolitan comes the ultimate guide to sexy role

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playing--for the daring and adventurous only Game of Bones, anyone? Cosmo shares all the intel about bedroom role play to help you master dozens of hot fantasies. From NSFW sexcessories you can use to nail a performance to new thrilling positions inspired by everyone's fave fantastical TV show, this totally fun collection of wild sex games will prepare you to steal every sex sceneand enjoy one orgasmic standing ohhhh-vation after another. Bring your sexiest fantasies to life Games include: - Finish the Fantasy: We set the erotic plot and you finish the story with your sensual imagination - Yes/No/Maybe: Reveal to your partner the acts you've always been tempted to try. - Let's Get Kinky: Electrify your bedroom routine with these next-level scenarios, tips, and positions. - Assume the Position: Once you have the role-playing basics down, these advanced moves will take your pleasure beyond

A Billion Suns

Earth refugees threaten a peaceful space settlement in this influential novel from the Golden Age science fiction author of 2001: A Space Odyssey. More than two thousand years in the future, a small human colony thrives on the ocean paradise of Thalassa—sent there centuries ago to continue the human race before Earth's destruction.

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Thalassa's resources are vast—and the human colony has lived a bucolic life there. But their existence is threatened when the spaceship Magellan arrives on their world—carrying one million refugees from Earth, fleeing the dying planet. Reputed to be Arthur C. Clarke's favorite novel, *The Songs of Distant Earth* addresses several fascinating scientific questions unresolved in their time—including the question of why so few neutrinos from the sun have been measured on Earth. In addition, Clarke presents an inventive depiction of the use of vacuum energy to power spacecraft—and the technical logistics of space travel near the speed of light. "Clarke's simple, musical style never falters in this sobering yet far from bleak commentary on humanity's longing for the stars. Highly recommended." —Library Journal

Horizon Wars

A supplement for *Oathmark: Battles of the Lost Age*, giving players rules for creating elite units of warriors known as battlesworn and charting their progress from battle-to-battle. In the horror and chaos of battle, the outcome can often hang on the briefest of moments. It is at these times that the actions of one unit can make the difference between victory and defeat. Wise kings know this, and realize that it

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is often prudent to hold back their best units until they can make the greatest difference. These elite units, called the 'battlesworn', are more than just powerful combatants, they are symbols of the glory and honour of a kingdom. All young warriors hope to one day join their ranks and add their oathmarks beside those legendary fighters. This supplement for Oathmark: Battles of the Lost Age contains rules for adding elite units to your armies and charting their progress from battle to battle. Will they grow even more powerful as they gain renown, or be broken in the face of tremendous odds, perhaps someday to be reformed when their kingdom needs them most? Also included are rules for rivers and boats as well as campaigns, featuring all-new scenarios that will give your battlesworn the chance to lead their kingdom to new heights of power and prestige.

Victorinox Swiss Army Knife Book of Whittling

This 1937 successor to Last and First Men offers another entrancing speculative history of the future. Cited as a key influence by science-fiction masters such as Doris Lessing, its bold exploration of the cosmos ventures into intelligent star clusters and mingles among alien races for a memorable vision of infinity.

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Men of Bronze

Set in the universe of the New York Times bestselling Three-Body Problem trilogy, The Redemption of Time continues Cixin Liu's multi-award-winning science fiction saga. This original story by Baoshu—published with Liu's support—envisions the aftermath of the conflict between humanity and the extraterrestrial Trisolarans. In the midst of an interstellar war, Yun Tianming found himself on the front lines. Riddled with cancer, he chose to end his life, only to find himself flash frozen and launched into space where the Trisolaran First Fleet awaited. Captured and tortured beyond endurance for decades, Yun eventually succumbed to helping the aliens subjugate humanity in order to save Earth from complete destruction. Granted a healthy clone body by the Trisolarans, Yun has spent his very long life in exile as a traitor to the human race. Nearing the end of his existence at last, he suddenly receives another reprieve—and another regeneration. A consciousness calling itself The Spirit has recruited him to wage battle against an entity that threatens the existence of the entire universe. But Yun refuses to be a pawn again and makes his own plans to save humanity's future At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

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The Sun, the Earth, and Near-earth Space

Star Maker

In a world where moats and drawbridges are in short supply, many people are poorly equipped to defend their turf. However, author and toy designer John Austin can show even the novice knight how to turn pencils, rubber bands, and binder clips into powerful, miniaturized catapults and more. A pair of chopsticks, a few cotton swabs, tape, and string make a handy launcher. A pair of old CDs, craft sticks, and discarded batteries can be fashioned into a working trebuchet. And a bottle cap and rubber band can be transformed into a tiny, toothpick-launching crossbow. This handy resource provides detailed, step-by-step instructions with diagrams to show desktop warriors how to build 35 different siege weapons. All of the projects in MiniWeapons of Mass Destruction 3 are built from common household and office items—plastic rulers, disposable utensils, markers, clothes pins, paper clips, wire hangers, and discarded packaging—all clearly detailed on materials lists. Builders are given a variety of catapults, crossbows, trebuchets, ballistae, and onagers to choose from. Once they've

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assembled their arsenals, the author provides readers a number of medieval targets to practice their shooting skills. An empty milk carton becomes a siege tower; an oatmeal box, a castle turret. Armed and trained, there's no need for a person's cubicle, desk, or personal space to go undefended. Huzzah! John Austin is a professional toy designer and author of *MiniWeapons of Mass Destruction*, *So Now You're a Zombie*, and *MiniWeapons of Mass Destruction 2*. He lives in Cincinnati, Ohio.

Space Opera

Men of Bronze is a wargame that allows you to play out Classical Greek hoplite battles on the tabletop. Players are Strategoi (generals) leading phalanxes of bronze-clad warriors in pursuit of fame, glory, and the honor of their city-states. To win such prizes, however, you must prove your mettle, display your valor, and bring the other Strategoi to their knees! Designed to recreate small battles or larger skirmishes with 50-80 figures per side, each army will have its own unique mix of rules, advantages, backgrounds, and abilities. Strategoi must understand and appreciate the strengths and weaknesses of their forces in order to win glory on the battlefield. Of course, there's no telling what tricks a rival Strategos might have up their tunic

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sleeves

Target for Tonight: Wargaming Lancaster Bomber Raids Against Germany 1942-1944

For many tabletop RPG players, the joy of an in-depth game is that anything can happen. Typical adventure modules include a map of the adventure's primary location, but every other location?whether it's a woodland clearing, a random apothecary or the depths of a temple players elect to explore?has to be improvised on the fly by the Game Master. As every GM knows, no matter how many story hooks, maps or NPCs you painstakingly create during session prep, your best-laid plans are often foiled by your players' whims, extreme skill check successes (or critical fails) or their playful refusal to stay on task. In a game packed with infinite possibilities, what are GMs supposed to do when their players choose those for which they're not prepared? The Game Master's Book of Random Encounters provides an unbeatable solution. This massive tome is divided into location categories, each of which can stand alone as a small stop as part of a larger campaign. As an example, the "Taverns, Inns, Shops & Guild Halls" section includes maps for 19 unique spaces, as well as multiple

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encounter tables designed to help GMs fill in the sights, sounds, smells and proprietors of a given location, allowing for each location in the book to be augmented and populated on the fly while still ensuring memorable moments for all your players. Each map is presented at scale on grid, enabling GMs to determine exactly where all of the characters are in relation to one another and anyone (or anything) else in the space, critical information should any combat or other movement-based action occur. Perhaps more useful than its nearly 100 maps, the book's one-shot generator features all the story hooks necessary for GMs to use these maps as part of an interconnected and contained adventure. Featuring eight unique campaign drivers that lead players through several of the book's provided maps, the random tables associated with each stage in the adventure allow for nearly three million different outcomes, making The Game Master's Book of Random Encounters an incredible investment for any would-be GM. The book also includes a Random NPC Generator to help you create intriguing characters your players will love (or love to hate), as well as a Party Makeup Maker for establishing connections among your PCs so you can weave together a disparate group of adventurers with just a few dice rolls. Locations include taverns, temples, inns, animal/creature lairs, gatehouses, courts, ships, laboratories and more, with adventure hooks that run the gamut from frantic rooftop chases to deep

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cellar dungeon-crawls, with a total of 97 maps, more than 150 tables and millions of possible adventures. No matter where your players end up, they'll have someone or something to persuade or deceive, impress or destroy. As always, the choice is theirs. But no matter what they choose, with The Game Master's Book of Random Encounters, you'll be ready.

Cleaning Sucks

A Billion Suns is a wargame of interstellar combat that puts you in command of fleets of powerful starships, from squadrons of agile, but fragile, fighters, to hulking and powerful capital ships. When combined with some spaceship miniatures, a tape measure, a deck of playing cards and some dice, this rulebook provides everything you need to play exciting and tense tabletop games of interstellar exploration and combat. Using simple dice pool mechanics, you must carefully manage your resources and seize the opportunities that come your way in order to lead your fleet to victory and assert your dominance over the stars.

Oathmark: Oathbreakers

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In a 1950 conversation at Los Alamos, four world-class scientists generally agreed, given the size of the Universe, that advanced extraterrestrial civilizations must be present. But one of the four, Enrico Fermi, asked, "If these civilizations do exist, where is everybody?" Given the fact that there are perhaps 400 million stars in our Galaxy alone, and perhaps 400 million galaxies in the Universe, it stands to reason that somewhere out there, in the 14 billion-year-old cosmos, there is or once was a civilization at least as advanced as our own. Webb discusses in detail the 50 most cogent and intriguing solutions to Fermi's famous paradox.

The Metal Detecting Bible

Black Ops is a skirmish wargame of tactical espionage combat that recreates the tension and excitement of modern action-thrillers such as the Bond and Bourne films. The fast-play rules keep all the players in the thick of the action, while the mission generator provides a wide range of options for scenarios - from stealthy extraction or surveillance missions to more overt raids and assaults. Stealth, combat, and technical expertise all have a role to play, and players may recruit a number of different operative types - spies, mercenaries, criminals, hackers, special forces, and many more - to

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recruit the best possible team for the job. Players may also choose to join a faction - powerful organizations, intelligence agencies, criminal syndicates, militaries, or rebel groups, each with a stake in international affairs. By doing so, their team may receive certain benefits, but may also find itself limited at a crucial time. With the variety offered by the characters, factions, and scenarios, no two games of Black Ops should ever be the same!

Frostgrave: Second Edition

Stargrave

" Concise explanations and descriptions - easily read and readily understood - of what we know of the chain of events and processes that connect the Sun to the Earth, with special emphasis on space weather and Sun-Climate."--Dear Reader.

Absolute Emperor

- New ideas for using your Lego bricks - Ideal for beginners as well

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as skilled modelers - Another book in this successful "Lego Builders book series" - more than 80,000 copies sold within this series This new volume of the successful Lego builders' books series addresses beginners as well as skilled builders who want to improve their building techniques and create individual and lifelike buildings, vehicles and all kinds of other fancy designs. Step-by-step instructions help the reader to come up with their own personal Lego masterpiece. The authors clearly demonstrate how to build "around the corner" or put Lego bricks together so no studs can be seen from the outside. Furthermore cobblestone pavement or various buildings consisting of skeleton framing elements can be created. Plenty of new modules can be created when people start using the bricks for purposes other than intended Just start building, but don't forget: Just click - don't glue, clip or paint!

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