

Gaslands Refuelled Post Apocalyptic Vehicular Mayhem

The Ultimate Micro-RPG Book Frostgrave: Perilous DarkAntonov's Heavy Transports Frostgrave Warriors & Weapons (Dungeons & Dragons) Girl on Pointe I was Chaplain on the Franklin ZWEIHANDER Grim & Perilous RPG J Is for Junk Economics ASSASSINS OF ALLANSIA Harlem Unbound Oathmark Last Days: Zombie Apocalypse: Seasons Rogue Stars Compact Cosmos Righteous Blood, Ruthless Blades The US Military Profession into the 21st Century Lizzy the Lioness The Prince + The Art of War (2 Unabridged Machiavellian Masterpieces) Big Kindergarten Workbook Gaslands Bolt Action: Korea Reality's Edge Handbook of Catholic Apologetics Frostgrave: The Red King Battlefields in Miniature Kobolds & Cobblestones The Game Master's Book of Random Encounters Gaslands: Refuelled Rise of the Dungeon Master A Billion Suns Zona Alfa World of Warcraft Frostgrave: Second Edition Top 10 Games You Can Play in Your Head, by Yourself: Second Edition The Art of the Icon Rangers of Shadow Deep - Deluxe Retail Edition Stargrave Dragon Rampant Cosmo's Fantasy Sex Games

The Ultimate Micro-RPG Book

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Unbelievers, doubters and skeptics continue to attack the truths of Christianity. Handbook of Catholic Apologetics is the only book that categorizes and summarizes all the major arguments in support of the main Christian beliefs, including key distinctively Catholic doctrines. Also included is a Protestant-friendly treatment of Catholic-Protestant issues. The Catholic answers to Protestant questions show how Catholicism is the fullness of the Christian faith. An expanded, Catholic edition of the popular book Handbook of Christian Apologetics, Handbook of Catholic Apologetics is full of the wisdom and wit, clarity and insight of philosophers Peter Kreeft and Ronald Tacelli. This is an informative and valuable guidebook for anyone looking for answers to questions of faith and reason. Whether you are asking the questions yourself or want to respond to others who are, here is the resource you have been waiting for. Topics include: Faith and reasonThe existence of GodGod's natureCreation and evolutionProvidence and free willMiraclesProblem of evilBible's historical reliabilityDivinity of ChristChrist's resurrectionLife after deathHeaven, hell, purgatorySalvationChristianity and other religionsObjective truthSacramentalismThe Eucharist and the Real Presence of JesusMary's role in the Christian orderThe authority of the ChurchCommunion of saintsFaith and worksCatholicism as Complete Christianity

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Frostgrave: Perilous Dark

Hardback book

Antonov's Heavy Transports

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

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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.

Frostgrave

Enjoy these 40 expertly crafted micro-RPGs that are fast, fun, easy to learn, and come in a variety of genres—from space exploration to jungle dungeon crawlers—everything you need to pick up and play today. Get gaming fast with The Ultimate Micro-RPG Book including brand-new micro-RPGs created by experts across the gaming world. From space exploration to jungle dungeon crawlers this book has everything you need to pick up and play today. With these quick-start games, you can create your own adventures, alone or with friends, without any prep, and with minimal set up and pieces. Whether you're new to RPGs or working towards your level 20 mage, this collection is a great way to try out different games and systems, and test your roleplay skills on different character types and situations.

Warriors & Weapons (Dungeons & Dragons)

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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.

Girl on Pointe

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 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

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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.

I was Chaplain on the Franklin

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

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Halls" section includes maps for 19 unique spaces, as well as multiple 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

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adventure hooks that run the gamut from frantic rooftop chases to deep 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.

ZWEIHANDER Grim & Perilous RPG

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

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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?

J Is for Junk Economics

This book charts the development and service history of the Antonov design bureau's heavy transport aircraft. In the late 1950s, the Antonov design bureau began developing the An-22 heavy military transport, intended to carry 50 tons. Powered by four 15,000 hp turboprops, it was the world's heaviest transport when it first flew in February 1965. The four-turbofan An-124 was again the world's most capable airlifter when it emerged in 1982, with a payload of 120 tons. It proved its worth in military and humanitarian operations and earned acclaim as a commercial freighter after 1991 for carrying heavy and outsized items. The unique six-engined An-225 "Mriya" was created for carrying the Buran space shuttle. Despite the demise of the Buran program, the aircraft found use on the heavy/outsized cargo transportation market. It is illustrated by a wealth of new photos and color artwork, as well as line drawings.â

ASSASSINS OF ALLANSIA

Whether you're a nameless Dark Lord looking to conquer the known world, a Champion of Light holding out against the forces of evil or a Northern barbarian facing claimants to a stolen throne, Dragon Rampant allows you to bring those battles to the tabletop. Developed from the popular Lion Rampant system, Dragon Rampant is a standalone wargame that recreates the great battles of Fantasy fiction. Scenarios, army lists, and full rules for magic and monsters give players the opportunity to command unruly orc warbands, raise armies of the undead, campaign across an antediluvian world as the warchief of a barbarian tribe, or exploit the power of mighty creatures and extraordinary sorcery. An army usually consists of 6-8 units comprised of 6-12 individually based figures. These small units move and fight independently, assuming that they follow your orders rather than just doing their own thing. Command and control is just as important on the battlefield as the power of a troll chieftain or the magic of an archmage.

Harlem Unbound

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Kobolds & Cobblestones is a skirmish wargame for rumbles between gangs in the city of Ordinsport's seedy underbelly. Players hire gangs of criminals, thugs and enforcers from a number of classic Fantasy races, and attempt to take control of the underworld and establish themselves as the city's kingpins. Playing card-based mechanics and a cunning bribery element keep players on their toes, as a one-sided battle can turn around in a flash.

Oathmark

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.

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Last Days: Zombie Apocalypse: Seasons

Rise of the Dungeon Master tells, in graphic form, the story of Gary Gygax, co-creator of Dungeons & Dragons, one of the most influential games ever made. Like the game itself, the narrative casts the reader into the adventure from a first person point of view, taking on the roles of the different characters in the story. Gygax was the son of immigrants who grew up in Lake Geneva, WI, in the 1950s. An imaginative misfit, he escaped into a virtual world based on science fiction novels, military history and strategic games like chess. In the mid-1970s, he co-created the wildly popular Dungeons & Dragons game. Starting out in the basement of his home, he was soon struggling to keep up with the demand. Gygax was a purist, in the sense that he was adamant that players use their imaginations and that the rules of the game remain flexible. A creative mind with no real knowledge of business, he made some strategic errors and had a falling out with the game's co-creator, his close friend and partner, David Arneson. By the late 1970s the game had become so popular among kids that parents started to worry -- so much so that a mom's group was formed to alert parents to the dangers of role play and fantasy. The backlash only fueled the fires of the young fans who continued to play the game, escaping into imaginary worlds. Before long, D&D conventions were set

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up around the country and the game inspired everything from movies to the first video games. With D&D, Gygax created the kind of role playing fantasy that would fuel the multibillion dollar video game industry, and become a foundation of contemporary geek culture.

Rogue Stars

A companion and follow-up to KILLING THE HOST: HOW FINANCIAL PARASITES AND DEBT DESTROY THE GLOBAL ECONOMY. J IS FOR JUNK ECONOMICS pulls back the curtain on the vocabulary and terms of today's tunnel-visioned, overly-mathematized economic lexicon.

Compact Cosmos

This brand new edition of The US Military Profession into the Twenty-First Century re-examines the challenges faced by the military profession in the aftermath of the international terrorist attack on the United States on September 11, 2001. While many of the issues facing the military profession examined in the first edition remain, the 'new war' and international terrorism have compounded the challenges. The US military must respond to the changed domestic and

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strategic landscapes without diminishing its primary function—a function that now many see that goes beyond success on the battlefield. Not only has this complicated the problem of reconciling the military professional ethos and *raison d'être* with civilian control in a democracy, it challenges traditional military professionalism. This book also studies the notion of a US military stretched thin and relying more heavily on the US Federal Reserves and National Guard. These developments make the US military profession increasingly linked to public attitudes and political perspectives. In sum, the challenge faced by the US military profession can be termed a dual dilemma. It must respond effectively to the twenty-first century strategic landscape while undergoing the revolution in military affairs and transformation. At the same time, the military profession must insure that it remains compatible with civilian cultures and the US political-social system without eroding its primary function. This is an invaluable book for all students with an interest in the US Military, and of strategic studies and military history in general.

Righteous Blood, Ruthless Blades

In her first-ever picture book, New York Times-bestselling Christian author Bevere helps children understand that sometimes the bravest

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thing they can do is ask for help. Full color. 9 x 11.

The US Military Profession into the 21st Century

There are many tales of the Frozen City, and not all of them tell of battles between rival wizards. Often, the greatest adventures are those that pit a wizard and his trusty warband against the myriad perils found amidst the ruins of Felstad. This new supplement for Frostgrave presents rules for playing solo and cooperative games in which the focus shifts from the feuds of wizards to exploring the city, unlocking its mysteries and surviving what is discovered. With guidelines for scaling game difficulty, dungeon crawls, monster generation, and more, as well as ten scenarios demonstrating these options, this volume offers players everything they need to venture alone - or with allies - into Frostgrave. Why should wizards fight amongst themselves? There is plenty of treasure for all and the Frozen City is enemy enough!

Lizzy the Lioness

His account of how the carrier, "Franklin", set on fire by the

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Japanese, managed to stay afloat, put out its fires, and get under way.

The Prince + The Art of War (2 Unabridged Machiavellian Masterpieces)

Powered by HTML, this Zweihander eBook edition is published with a nuanced reflowable document layout. It includes: Reflowable text and images Sidebar navigation via device contents Hyperlinked Table of Contents and Index for fast, easy searches Hyperlinked cross-references throughout the book Tap and zoom illustrations This digital format differs from standard fixed layouts and PDFs. We highly suggest users download a sample before purchasing. WELCOME TO GRIM & PERILOUS GAMING Featured on Forbes.com, ranked one of the best-selling fantasy tabletop role-playing games at DriveThruRPG, and having sold over 90,000 copies worldwide, ZWEIHÄNDER Grim & Perilous RPG is a bloodier, grimmer, and grittier version of classical tabletop role-playing games. This revised edition is published in celebration with Andrews McMeel Publishing and features a refreshed layout, new artwork, rules clarifications, color plates by Dejan Mandic, and errata. ZWEIHÄNDER Grim & Perilous RPG is a game where your characters will: Live in a

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gritty, "realistic" fantasy world Make morally grey decisions & enact vicious reprisals Uncover insidious plots & political intrigue Take part in heart-pumping chase scenes Venture into the wilderness & survive its perils Desperately fight in clandestine & open field combat Defend themselves from injuries, madness, & mutations Encounter sanity-blasting creatures & their minions Using the Powered By ZWEIHÄNDER d100 game engine, you will create grim characters, write perilous adventures, and build your own low fantasy & dark fantasy campaigns. These rules are a perfect fit for Renaissance and medieval-styled adventures, too. You can also use this book to create your own home-brewed worlds, whether inspired by the works of Andrzej Sapkowski's *The Witcher*, George R.R. Martin's *Game of Thrones*, Glen Cook's *Black Company*, Myke Cole's *The Armored Saint*, Robert E. Howard's *Solomon Kane*, Scott Lynch's *Gentlemen Bastard* series, or other "grimdark"-inspired media. This all-in-one game includes most of what you need to play: a character creation guide, game mastery rules, and a bestiary brimming with creatures both fair & foul. All that's left are a few friends, pencils, and a handful of dice. ZWEIHÄNDER Grim & Perilous RPG awaits, and the fate of your grim & perilous tale hangs in the balance!

Big Kindergarten Workbook

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This introductory guide to DUNGEONS & DRAGONS is an illustrated primer to many of the characters you can play in D&D, along with their essential weapons and adventuring tools. In this illustrated guide, you're transported to the legendary and magical worlds of Dungeons & Dragons, where you are presented with one-of-a-kind entries for different types of warriors, as well as the weaponry these fighters need for D&D adventuring. This guide includes detailed illustrations of the weapons, armor, clothing, and other equipment that fighters use, and offers the tools young, aspiring adventurers need for learning how to build their own characters, including sample profiles, a flowchart to help you decide what type of warrior to be, and brainstorming challenges to start you thinking like an adventurer whether on your own or in the midst of an exciting quest with friends and fellow players.

Gaslands

"Your mind is now the ultimate gaming engine. Ditch the remote. Ditch the controller. Explore worlds and stories through a revolutionary single-player role-playing system that pushes your imagination beyond its furthest limits"--Back cover.

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Bolt Action: Korea

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 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?

Reality's Edge

Rangers of Shadow Deep is a solo and co-operative tabletop miniatures game, in which players create their ranger, gather companions, and play through a series of missions in their fight to hold back the

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darkness. If their rangers survive, they will grow in power and ability, and be sent on more difficult, dangerous and intricate assignments. Presented in an elegant Faux Leather Forest Green Cover with an embossed stamped logo Solo and co-operative tabletop miniatures game from the creator of Frostgrave and Ghost Archipelago Joseph A. McCullough Create your ranger, gather companions, and play through a series of missions in a fight to hold back the darkness. Survive and you will grow in power and ability, and be sent on more difficult, dangerous and intricate assignments. Includes updated core rules combined with character-building elements first presented in Temple of Madness. Featuring a dozen new pieces of art from Barrett Stanley, New 'Challenge Levels' for all the scenarios can be used when playing with 3 or 4 rangers to ramp up the difficulty, or if you want to replay the scenario with a higher-level Ranger. Includes the first supplement for the game, Burning Light. The Rangers' must venture to a ruined convent, searching for an ancient artefact. As they choose what order to explore the ruins, they must gather clues to the artefact's location. But they must be quick, for the longer they remain, the more the forces of the Shadow Deep become aware of their presence. This book contains the rules only, requires a couple of twenty-sided dice, a deck of standard playing cards, inch ruler and miniatures to play! Rangers of Shadow Deep was previously only available through

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DriveThruRPG and has been a huge hit with roleplayers and miniature gamers alike with its narrative-driven gameplay. Made in the UK.

Handbook of Catholic Apologetics

This Big Kindergarten Workbook combines popular 32-page School Zone workbooks into one convenient 320-page volume. Child-friendly exercises and full-color illustrations make learning fun. Use Big Workbooks to reinforce or review grade-level skills or prepare for the upcoming school year. Contents include: Numbers 1-12, Alphabet, Hidden Pictures, Thinking Skills, Transition Math, Reading Readiness Book 1, and Reading Readiness Book 2, Zoo Scholar, Following Directions, and Colors. (Ages 4-5)

Frostgrave: The Red King

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

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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 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!

Battlefields in Miniature

Beginning in 1950, the Korean War was a defining moment for the UN and the entirety of the early Cold War, widening the already monumental gulf between the east and west, capitalist and communist. This supplement for Bolt Action expands the rules-set from its World War II roots to this new, and truly modern, conflict. Bolt Action: Korea

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contains all the rules, Theatre Lists, scenarios, and new and exciting units, never seen in Bolt Action before, to wargame this turbulent period of world history.

Kobolds & Cobblestones

Exploring the macrocosm from colossal galactic superclusters to quiet backwater planets, Matt Tweed offers a primer on the cosmos for anyone fascinated by the heavens. Taking a guided tour through the universe, we ride past quasars, jets, and galaxies to land on a curious world and examine an array of ideas about space and time. Tweed traces the evolution of stars and formation of planets, describing our "light bubble" and why we can't see any farther than we do. For a concise and accessible description of extra-solar planetary systems, black holes, pulsars, nebulae, great walls, dark matter, red shifts, and much more, The Compact Cosmos is an indispensable guide. Data tables, lists of cosmological constants, and distances from Earth to other bodies in space form a useful appendix.

The Game Master's Book of Random Encounters

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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 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.

Gaslands: Refuelled

PART STORY, PART GAME - PURE ADVENTURE! After accepting a challenge to survive on Snake Island, a nightmare unfolds when a bounty is placed on your head. From being the hunter, you become the hunted. Now you must find the Assassins before they find you. But who are they? Where are they? Everybody you meet could be an assassin. Trust no-one

Rise of the Dungeon Master

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 scene and 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

This carefully crafted ebook: "The Prince + The Art of War (2 Unabridged Machiavellian Masterpieces)" is formatted for your eReader with a functional and detailed table of contents. This eBook presents 2 Political Masterpieces by Niccolò Machiavelli: The Prince & The Art of War. The Prince: Il Principe (The Prince) is a political treatise

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by the Florentine philosopher Niccolò Machiavelli, written c. 1513, published posthumously 1532. The Prince is sometimes claimed to be one of the first works of modern political philosophy, in which the effective truth is taken to be more important than any abstract ideal. It was also in direct conflict with the dominant Catholic and scholastic doctrines of the time concerning how to consider politics and ethics. Machiavelli dedicated The Prince to the ruling Medici of the time, leading some today to still speculate whether the book was a satire. Niccolò Machiavelli asserted that The Prince (president, dictator, prime minister, etc.) does not have to be concerned with ethics, as long as their motivation is to protect the state. It is this questionable belief that in many ways had lead to the modern world as we know it. His assertion was that the head of state must protect the state no matter the cost and no matter what rules he or she breaks in the process. The Art of War: written between 1519 and 1520 and published in 1521. It was the only historical or political work printed during Machiavelli's lifetime. Voltaire said, "Machiavelli taught Europe the art of war; it had long been practiced, without being known." Machiavelli considered The Art of War his greatest achievement. This book teaches how to recruit, train, motivate, and discipline an army, shows the difference between strategy and tactics. Machiavelli does a masterful job of breaking

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down and analyzing historic battles.

Zona Alfa

For over a quarter of a century, Warcraft and World of Warcraft players have been treated to a treasure trove of artifacts, gear, weaponry, and trinkets of both awe and amusement. Now players can get an in-depth look at the items they have collected and the fearsome powers they hold. From the shining towers of Silvermoon to the sulfurous Blackrock Mountain to the white stone castles of Stormwind, the Eastern Kingdoms are vast and full of wonder. Every corner of the majestic isle contains countless stories, treasures, and more than a few secrets that some would prefer stay buried. Follow Spymaster Mathias Shaw and Captain Flynn Fairwind on an expedition across the Eastern Kingdoms for king and country as they chronicle its history and catalog the weapons, armor, and powers untold that are scattered across this sprawling dominion. Penned by New York Times bestselling author and Blizzard Entertainment writer Christie Golden, *Exploring Azeroth: The Eastern Kingdoms* is your first step on a truly remarkable journey across the beloved lands of Azeroth

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World of Warcraft

Last Days: Zombie Apocalypse: Seasons brings an all new campaign to the skirmish-scale miniatures game of survival horror, taking players through the changing seasons and the challenges this brings to their Groups of survivors. As well as rival gangs and mindless zombies, your Group will have to deal with hunger, thirst, warmth, and the many other problems that can't be stopped with a well-placed bullet. Featuring a host of new character types, scavenge tables, scenarios, and even rules for using bicycles, motorbikes, and snowmobiles, this expansion is essential for a survivor during the last days.

Frostgrave: Second Edition

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,

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Zona Alfa contains all the tools required to engage in blistering firefights within the Exclusion Zone.

Top 10 Games You Can Play in Your Head, by Yourself: Second Edition

Empires have fallen, and the land is broken. The great oathmarks that once stood as testaments to the allegiances and might of nations have crumbled into ruin. In this lost age, fealty and loyalty are as valuable as gold and as deadly as cold iron, and war is ever-present. Created by Joseph A. McCullough, designer of Frostgrave and Frostgrave: Ghost Archipelago, Oathmark is a mass-battle fantasy wargame that puts you in command of the fantasy army you've always wanted, whether a company of stalwart dwarves or a mixed force with proud elves, noble men, and wild goblins standing shoulder-to-shoulder in the battle-line. Fight through an integrated campaign system and develop your realms from battle to battle, adding new territories, recruiting new troop types, and growing to eclipse your rivals or lose what you fought so hard to gain and fall as so many would-be emperors before you.

The Art of the Icon

Rangers of Shadow Deep - Deluxe Retail Edition

Chloe Lukasiak is a big believer that things happen for a reason. She knows that life would be easier without disappointments, bullying, and medical issues—but sometimes it takes challenges to inspire you to achieve big things. From her status as fan favorite on the hit reality television show *Dance Moms* through her life as a social media star with millions of fans, Chloe has found that self-acceptance and kindness are the key to getting over the rough spots in life and realizing your passions. This full-color, heavily designed book featuring never-before-seen photos, inspirational quotes, and Chloe's own doodles and poetry offers exclusive insight into Chloe's world as well as a message that will inspire all readers to be their very best selves.

Stargrave

In this fantasy skirmish wargame, wizards do battle amidst the frozen

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ruins of the ancient city of Felstad in the hopes of discovering the treasures of a fallen empire. Each player takes on the role of a wizard from one of ten schools of magic, and builds his band of followers. The wizard's apprentice will usually accompany his master and more than a dozen other henchmen types are available for hire, from lowly thugs to heavily armoured knights and stealthy assassins. Wizards can expand their magical knowledge by unlocking ancient secrets and can learn up to 80 different spells. As they gain power and wealth, wizards can also develop their headquarters on the outskirts of the city, turning one of a dozen different basic locations into bastions of their art, equipping them with alchemical laboratories, mystical forges, astronomical telescopes and other magical resources. While individual games of Frostgrave are quick and can easily be played in an hour or two, it is by connecting these games into an ongoing campaign, that players will find the most enjoyment. The scenarios given in the book are merely the beginning of the limitless, thrilling adventures that can be found amidst the ruins of the lost city.

Dragon Rampant

Righteous Blood, Ruthless Blades is a roleplaying game of dark

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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 game masters looking to run wuxia games and create their own unique Jianghu, rife with martial experts, sects, and mysterious locations.

Cosmo's Fantasy Sex Games

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Like a good general, a good wargamer should have an eye for the ground. Just as the nature of the battlefield plays a central role in real warfare, so miniature wargames are greatly enhanced by realistic terrain. Besides, when you've spent hundreds of hours collecting and painting your miniature armies, they surely deserve ground worth fighting for. Master terrain modeller Paul Davies takes the reader through the process of creating a visually appealing yet practical terrain system. First the techniques of making the basic landscape are explained, then a series of projects show how this can be adapted to suit different periods or geographic locations (eg European farmland or Sudanese desert). There are then detailed chapters on adding vegetation, buildings, roadways, trench systems etc. The clear, step-by-step instructions are clearly illustrated by numerous specially-taken photographs of the work in progress and Paul's inspirational finished pieces.

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