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Servants of the Imperium - Various 2019-08-20

Great value Warhammer 40,000 anthology from Black Library. The Imperium of Man has stood inviolate for 10,000 years. Its uncountable worlds are home to a vast array of servants who stand as the only bulwark against the encroaching darkness. From each of them it demands a high price: total servitude to the God-Emperor. Their hands forced by the opening of the Great Rift, these servants move to intercept the enemy and prevent loyal worlds falling. Shield Captain Cartovandis of the Adeptus Custodes must travel across the galaxy to uncover the truth behind a mysterious distress call from the world of Vorganthian. The righteous warriors of Sister Superior Augusta wield their holy wrath as a sword, cleaving the stain of the heretic and the mutant from the planet Lautis. Meanwhile, the dogged soldiers of the Astra Militarum must face creatures of nightmare made real with little but their inner mettle to protect them on the world of Regallus. If any of these worlds should fall, the harrowing consequences will echo across the Imperium. In this collection are the novellas Auric Gods, The Bloodied Rose and Steel Daemon, by Nick Kyme, Danie Ware and Ian St. Martin.

Joe Weider's Bodybuilding System - Joe Weider 2001-10

Boxed set which includes the book, six exercise charts and three anatomical charts. German edition also available.

Oathmark - Joseph A. McCullough 2020-04-30

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 Plague in Print - Rebecca Totaro 2020-12

Although we are currently bombarded with numerous health scares--AIDS, West Nile virus, avian flu, and the recent swine flu, just to name a few that now fill our media reports and instill dread in the population--we can scarcely imagine the outlook that dominated the mindset of those who endured the bubonic plague in England during the sixteenth and seventeenth centuries. Between the time of the Black Death and the Great Plague, this horrifying bubonic plague struck the country at such regular intervals that it shaped the general consciousness and even produced a popular genre of plague writing. In *The Plague in Print*, Rebecca Totaro takes the reader into the world of plague-riddled Elizabethan England, documenting the development of distinct subgenres related to the plague and providing unprecedented access to important original sources of early modern plague writing. Totaro elucidates the interdisciplinary nature of plague writing, which raises religious, medical, civic, social, and individual concerns in early modern England. Each of the primary texts in the collection offers a glimpse into a particular subgenre of plague writing, beginning with Thomas Moulton's plague remedy and prayers published by the Church of England and devoted to the issue of the plague. William Bullein's *A Dialogue*, both pleasant and pious, a work that both addresses concerns related to the plague and offers humorous literary entertainment, exemplifies the multilayered nature of plague literature. The plague orders of Queen Elizabeth I highlight the community-wide attempts to combat the plague and deal with its manifold dilemmas. And after a plague bill from the Corporation of London, the collection ends with Thomas Dekker's *The Wonderful Year*, which illustrates plague literature as it was fully formed, combining

attitudes toward the plague from both the Elizabethan and Stuart periods. These writings offer a vivid picture of important themes particular to plague literature in England, providing valuable insight into the beliefs and fears of those who suffered through bubonic plague but also illuminating the cultural significance of references to the plague in the more familiar early modern literature by Spenser, Donne, Milton, Shakespeare, and others. As a result, *The Plague in Print* will be of interest to students and scholars in a number of fields, including sixteenth and seventeenth century English literature, cultural studies, medical humanities, and the history of medicine.

PunkApocalyptic the RPG - Robert Schwalb 2020-03

The world has gone to hell and nearly everyone who has lived through it has gone mad. In *PunkApocalyptic: The RPG*, based on the wild and irreverent miniatures game of the same name by Bad Roll Games, you and your friends assume the roles of mercenaries who roam the Wasteland. In this bleak and radioactive land, you fight to survive, explore the ruins of what came before, and trade blood, sweat, and tears for the precious bullets that have become the land's currency. Explore the radioactive ruins, fight battle-crazed mutants, negotiate with bizarre cultists, bargain with junkies and scavengers, and unearth fantastic relics from the past. Brutal and filthy, *PunkApocalyptic: The RPG* offers thrilling adventures steeped in the carnage of a bleak and devastated future.

Planet Apocalypse For 5e - Sandy Petersen 2020-11-03

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Letta in China - Connie Ong 2006-10

The Tabletop Find-It Book - Kevin Grote 2022-08-15

The *Tabletop Find-It Book* is a picture book filled with find-it style images of tabletop games! With over 20 images, you'll enjoy hours of entertainment searching through the pages and finding everything there is to find. Discover thousands of unique game components in these pages!

Dust Wars - Paolo Parente 2011-01-18

Follow the action-packed adventures of Joe's US Special Forces Ranger Team #1 and their fearless efforts along side Koshka's Russian Special Forces team to foil Sigrid's ongoing Axis plots to build the ultimate Walking Robot Army to destroy the world.

Dungeon Alliance - Andrew Parks 2020-12

Graphic Novel. Concerned by the number of undead that have been pouring from Kastrom's Tomb into the surrounding lands, Lorna the Half-Orc Priest recruits two foolhardy adventurers who have been friends for many years: Holgar the Paladin and Mysterios the Fire Wizard. Will the trio's tenuous Alliance last long enough for them to discover if the old lich has awakened once more? And will the mysterious figure who stalks them from the shadows prove to be an ally... or a greater danger than the master of the tomb himself?

Frostgrave - Joseph A. McCullough 2015-07-20

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

Chronicles Of Hate: Collected Edition - Adrian Smith 2018-12-05

In a world where the sun is frozen and the moon burns, an unlikely hero rises to free the Earth Mother from her chains. This isn't a world for the weak. All we know is HATE. Following the massively successful Kickstarter board game based on internationally recognized painter ADRIAN SMITH, CHRONICLES OF HATE is recollected in this oversized trade paperback.

Kids on Bikes - Jonathan Gilmour 2018

The door to the old house creaks open, the rust on the hinges groaning as you see the dust floating like spores in the air inside. By the faint light of your cheap flashlights, you see the stairs to the upper floor, its railings gnarled and broken like crooked teeth. Their curve makes the stairs seem almost like a hungry grin, and you wonder if their age will support your weight. Still, you must go in. The only question is who will go first? In Kids on Bikes, you'll take on the roles of everyday people grappling with strange, terrifying, and very, very powerful forces that they cannot defeat, control, or even fully understand. The only way to face them is to work together, use your strengths, and know when you just have to run as fast as you can. --

Battlezoo Bestiary (Pathfinder 2e) - Stephen Glicker 2021-11

Black Ops - Guy Bowers 2015-10-20

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 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!

City of the Damned - David Guymer 2013-09-01

"Gotrek and Felix: unsung heroes of the Empire, or nothing more than common thieves and murderers? The truth perhaps lies somewhere in between, and depends entirely upon whom you ask ... Legend tells of the City of the Damned? a dark and forbidding place destroyed in a previous age by the wrath of Sigmar. Long have its fallen towers remained undisturbed by the people of Ostermark, but now an ancient evil stirs in the depths, gathering its strength once more. Gotrek and Felix are swept up in the crusade of Baron G'tz von Kiel to cleanse the city, and as the ruins are torn from the passage of time itself, the Slayer's doom appears to be approaching more quickly than either of them would like" -- Amazon.com.

Tyrant of the Hollow Worlds - Mark Clapham 2017-06-06

Chaos Warlord Huron Blackheart and his Red Corsairs launch a devastating conquest of the Hollow Worlds of Lastrati. The Imperium fights a constant battle to defend itself from its many enemies, but few are as deadly or as relentless as the Chaos Space Marines. Bearing a grudge that dates back 10,000 years to the Horus Heresy, these fallen angels are driven by hatred and an overwhelming desire for revenge. When Huron Blackheart leads his warband of Red Corsairs to attack the Hollow Worlds of Lastrati, the human defenders can do little to protect themselves against such powerful enemies. By the time the Space Wolves Chapter arrives, the Red Corsairs are already well entrenched. With neither side prepared to withdraw nor concede defeat, the battle spirals out of control - will the Hollow Worlds be destroyed by the forces of destruction that have been unleashed?

Hordes Primal - Brian Snoddy 2006

Fantasirollespil.

En Garde! - Craig Woodfield 2016-01-20

En Garde! is a small-scale skirmish game based on the successful Ronin rules, in which small groups of warriors fight each other for honour or riches. Rather than just rolling a few dice, the rules allow players to make tactical decisions about how the models that they control will fight - offensively, defensively, or by applying special skills and abilities. En

Garde! covers the conflicts of the 16th, 17th and early 18th centuries, when black-powder weapons started to become common in battle but martial prowess still determined the outcome. Play as Border Reivers, Conquistadors, Landsknechts, Aztecs, French Musketeers, Caribbean Pirates and many more, in scenarios that evoke classic engagements of the genre. Simple campaign rules allow multiple scenarios to be played in sequence and permit warbands to develop over time. An appendix is also included to provide brief rules for supernatural creatures of the period - monsters, demons, revenants and witches - and new abilities and equipment to fight them, making En Garde! the perfect ruleset for gamers who want something a bit different from the norm.

Deep Madness: Shattered Seas - Byron Leavitt 2020-12-15

Minds. Seas. Dimensions. All will shatter like glass. His muscles elastic and his mind fragmented, Connor Durham awakens on an unknown beach. In the distance before him is a black tower whose peak rises to meet the clouds. In the water behind him are beings who used to be human, their bodies warping and twisting into horrific new configurations. With nowhere else to turn, Connor runs for the tower. In the Kadath deep-sea mining facility, Lucas Kane feels haunted. He dreams of lives he never lived and hears whispers from people who don't exist. During his days, four grey figures vibrate in and out of focus behind him, their words mostly unintelligible mutters. But there's something else, too, which he sees while both awake and asleep: a sphere, massive, metallic, and beautiful, which awaits him outside Kadath's walls at the bottom of the ocean. Separated by dimensions, these two men - and their unfolding stories - are intrinsically linked. As they descend deeper into the dark terrors of the unknown, they will draw inextricably closer together until, at last, both men find themselves trapped in the very depths of otherworldly madness. Welcome to Shattered Seas.

Haunted West - Chris Spivey 2021-10-20

One moment sets the course of destiny. But what if that one moment was changed in the smallest of ways? What if one madman's plan actually were to succeed beyond our known history? The Old West-The Wild West, The American Frontier-is one of the world's most familiar modern myths. The time was draped in ruggedness; there was an idealized dream of freedom, and a notion that just one person could shape the world. That myth belongs to all of us. Yet so many stories of truth, justice, and the American Way have been stolen, erased, and never recorded. Haunted West is a game about hope through struggle. It is a game that pieces together the stories of the largely forgotten people of the Old West, the people who have been whitewashed by history. Discover the American experience in the Weird West. Grab your rifle, jet pack, and spurs to battle traitorous rebels in the defense of freedom, join the fight against temporally displaced dinosaurs, rustle cattle to make ends meet, and hijack a train full of illicit Confederate gold!

The Ravens of Thri Sahashri - 2016

Dragonero - Luca Enoch 2009-06-23

When the Stone Towers that control the Abominations start to crumble, wizard Alben recruits Myrva, a Technocrat warrior, her brother Ian, a former soldier, his sidekick Gmor the ogre, and the priestess called Ecuba to battle the rising evil.

Root: the Roleplaying Game - 2020-05

The Augs - Gladys Bronwyn Stern 1933

Strongholds & Followers - Matthew Colville 2019-06

"Stronghold & Followers explains both the practicality of owning a keep (how much it costs to build, the costs to maintain it, what sort of impact it would have on local politics) and gives a variety of benefits for those players who choose to build or take over one." -- Comicbook.com website: <https://comicbook.com/gaming/2018/12/14/stronghold-and-followers-dung-eons-and-dragons/> (viewed July 16, 2019)

Tribes of Legend - Jake Thornton 2012-03-14

This book contains not one, but three separate games set in the ancient Greek world of myth, magic, and monsters, ranging from full scale battles to a game for a single hero having to overcome all of the obstacles that mortals and gods in their whim and wisdom devise. So what will be your first foray into this ancient realm?

Pathfinder Adventure Path: Doorway to the Red Star (Strength of Thousands 5 Of 6) - MICHAEL. SAYRE 2021-11-23

Soar above a planet of adventure! The trail of a long-vanished ally leads to the other side of a magical portal called the Doorway to the Red Star. The heroes must earn the trust of the portal's guardians then travel through it--to another planet of red sands and high adventure! Working to

gain allies among scholarly brain-people and shifty ratfolk, the heroes must infiltrate a massive airship and fight to free their ally from an insidious trap on an alien world! "Doorway to the Red Star" is a Pathfinder adventure for four 15th-level characters. This adventure continues the Strength of Thousands Adventure Path, a six-part, monthly campaign in which the heroes rise from humble magic academy students to become influential teachers, and ultimately decide the fate of the Magaambya. This adventure also details people, places, and monsters of Akiton, the Red Planet, a fabulous setting for sword-and-sorcery escapades! Each monthly full-color softcover Pathfinder Adventure Path volume contains an in-depth adventure scenario, stats for several new monsters, and support articles meant to give Game Masters additional material to expand their campaign. Pathfinder Adventure Path volumes use the Open Game License and work with both the Pathfinder RPG and the world's oldest fantasy RPG.

Conan the Pirate - Modiphius Entertainment 2018-10

TO THE DEVIL WITH EMPTY SEAS! WERE BOUND FOR WATERS WHERE THE SEAPORTS ARE FAT, AND THE MERCHANT SHIPS ARE CRAMMED WITH PLUNDER!

Dungeon! Board Game - Wizards of the Coast LLC 2014-06-24

First released in 1975 and revised throughout the 1980s and early 1990s, the *Dungeon!* boardgame lets you explore a multi-level dungeon in search of treasure guarded by terrible monsters. The deeper into the dungeon you go, the deadlier the monsters and the greater the treasure. The player who returns to the beginning chamber with the most treasure wins!

Competitive Programming 4 - Book 1 - Steven Halim 2018-12-03

This Competitive Programming book, 4th edition (CP4) is a must have for every competitive programmer. Mastering the contents of this book is a necessary (but admittedly not sufficient) condition if one wishes to take a leap forward from being just another ordinary coder to being among one of the world's finest competitive programmers. Typical readers of Book 1 (only) of CP4 would include: (1). Secondary or High School Students who are competing in the annual International Olympiad in Informatics (IOI) (including the National or Provincial Olympiads) as Book 1 covers most of the current IOI Syllabus, (2). Casual University students who are using this book as supplementary material for typical Data Structures and Algorithms courses, (3). Anyone who wants to prepare for typical fundamental data structure/algorithm part of a job interview at top IT companies. Typical readers of both Book 1 + Book 2 of CP4 would include: (1). University students who are competing in the annual International Collegiate Programming Contest (ICPC) Regional Contests (including the World Finals) as Book 2 covers much more Computer Science topics that have appeared in the ICPCs, (2). Teachers or Coaches who are looking for comprehensive training materials, (3). Anyone who loves solving problems through computer programs. There are numerous programming contests for those who are no longer eligible for ICPC, including Google CodeJam, Facebook Hacker Cup, TopCoder Open, CodeForces contest, Internet Problem Solving Contest (IPSC), etc.

Last Resort - Josh Reynolds 2021-10-12

Hordes of zombies threaten to wipe out all of mankind in this first action-horror novel set in the exciting (yet horrifying) world of the *Zombicide* games. The zombie apocalypse has driven humanity up into the Adirondacks. Enter Westlake, hardened career criminal on the path of "the Villa", a legendary mafia hideout where he can escape the devastation. When he's ambushed by the undead, an old FBI "friend" and his squad of survivors rescue him... and then force him to reveal his secrets. The jokey myth of the Villa suddenly becomes salvation for the settlements scattered around Saranc Lake. Reluctantly, Westlake is saddled with an oddball team to navigate mine fields, trip wires, and flesh-eating zombies at every turn to find their safe haven. Shame there's already someone living there...

Thrud The Barbarian - Carl Critchlow 2013-09-24

The Eagle-Award winning barbarian parody series is collected at last! Thrud the Barbarian leads a simple life, one of popping down to his local pub, quaffing a few tankards of ale and starting a fight in which everyone else is beaten senseless. After which comes the wenches! Hurrah! Trouble is, there always seems to be someone with a quest to interrupt his peace, quiet and packet of crisps. In his first-ever collection, Thrud faces down a

necromancer (FWAP! SPLATT! THOWK!), protects his beer against fierce Frost Giants (THWOP! KER-THUNK!), faces his arch-nemesis (MASH! TWHACK! THUNKTHUNKTHUNK!), assumes the role of the king he accidentally killed (POK!), and gets his pint spilled on a mission into the depths of the jungle (SPLUTCH!)

The Old West Skirmish Wargames - John Curry 2017-05-30

These classic rules launched skirmish wargaming in the UK and the North America. They were played in most wargaming clubs on a regular basis. From stage coach robberies to recreations of gunfights from the pages of history, these rules introduced wargaming with individual figures. This edition includes many previously unpublished chapters. These rules have all that is required to recreate the American Wild West on the table top. Bank robberies, saloon brawls, US cavalry actions and the showdown on the main street are made possible. The basic rules are straightforward, but there are many optional chapters that can be used as required. Optional rules include all the glorious detail of the Wild West: Saloon Brawls, Special rules for Indians, The 'Iron Horse' and Frontier towns and for playing solo games. In addition to the full set of original rules, this edition includes extra chapters on various scenarios and campaigns. The History of Wargaming Project aims to document the development of wargaming.

Planet Havoc - Tim Waggoner 2022-04-05

Scoundrels and soldiers band together to survive the onslaught of alien-zombies spreading across the galaxy in this riotous adventure from the bestselling game, *Zombicide: Invader*. A deserted R&D facility tempts the hungry new Guild, Leviathan, into sending a team to plunder its valuable research. The base was abandoned after a neighboring planet was devastated by an outbreak of Xenos - alien zombies - but that was a whole planet away... When the Guild ship is attacked by a quarantine patrol, both ships crash onto the deserted world. Only it isn't as deserted as they hope: a murderous new Xeno threat awakens, desperate to escape the planet. Can the crews cooperate to destroy this new foe? Or will they be forced to sacrifice their ships and lives to protect the galaxy?

Last Days: Zombie Apocalypse - Ash Barker 2018-06-28

Last Days: Zombie Apocalypse is a skirmish-scale miniatures game of survival horror. It pits players against each other in a nightmarish near-future where the dead have returned to life and are feasting on the living. Players build their own factions, representing desperate civilians, military personnel, or hardened survivors, and must explore, scavenge, and fight in order to survive another day. Rival gangs are only one of the dangers they face - mindless zombies wander the streets, driven by insatiable hunger and drawn by the sound of combat! A gang's ability to scavenge is as vital as their combat ability, and players must ensure that they have the resources to survive in this hostile world. Scenarios and campaigns allow you to develop your gang, gain experience and recruit new henchmen to build up your strength or replace the inevitable casualties of the zombie apocalypse.

Petersen's Abominations: Tales of Sandy Petersen - Sandy Petersen 2017-12

Call of Cthulhu scenario

BattleTech Compendium - FASA Corp 1995-09

BattleTech celebrates its tenth anniversary with the *BattleTech Compendium: the Rules of Warfare*, the ultimate guide to combat in the 31st century. All the rules needed to simulate exciting conflicts between BattleMechs, vehicles, and infantry are included, revising and streamlining material from *BattleTech*, 3rd Edition, *CityTech*, 2nd Edition, and the original *BattleTech Compendium*. The *Rules of Warfare* also contains a concise history of the *BattleTech* universe and its movers and shakers, several new *BattleMech* and *OmniTech* designs, rules for miniatures play, and full-color illustrations.

King Conan - Robert E. Howard 2015-11-03

The fourth volume of the adventures of the legendary Conan the Barbarian, one of the most iconic fantasy characters in history, on a rarified list next to Gandalf and Harry Potter. Contains "Jewels of Gwahlur," "Beyond the Black River," "The Black Stranger," "The Phoenix on the Sword," and "The Scarlet Citadel." Penguin Random House Canada is proud to bring you classic works of literature in e-book form, with the highest quality production values. Find more today and rediscover books you never knew you loved.