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Necromunda - 2019

China's Influence and American

Interests - Larry Diamond 2019-08-01

While Americans are generally aware of China's ambitions as a global economic and military superpower, few understand just

how deeply and assertively that country has already sought to influence American society. As the authors of this volume write, it is time for a wake-up call. In documenting the extent of Beijing's expanding influence operations inside the United States, they aim to raise awareness of China's efforts to

penetrate and sway a range of American institutions: state and local governments, academic institutions, think tanks, media, and businesses. And they highlight other aspects of the propagandistic “discourse war” waged by the Chinese government and Communist Party leaders that are less expected and more alarming, such as their view of Chinese Americans as members of a worldwide Chinese diaspora that owes undefined allegiance to the so-called Motherland. Featuring ideas and policy proposals from leading China specialists, *China’s Influence and American Interests* argues that a successful future relationship requires a rebalancing toward greater transparency, reciprocity, and fairness. Throughout, the authors also strongly state the importance of avoiding casting aspersions on Chinese and on Chinese Americans, who constitute a vital portion of American society. But if the United States is

to fare well in this increasingly adversarial relationship with China, Americans must have a far better sense of that country’s ambitions and methods than they do now. *The Obama Moment* - Alexandra Bell 2009 The election of Barack Obama has raised major expectations in Europe and opened up new opportunities for dealing with global challenges. Authored by leading experts from both sides of the Atlantic, this book provides an authoritative analysis of the most topical issues facing the agendas of the European Union and the United States. The volume addresses the global questions of multilateralism, the economy, disarmament, and climate change, as well as key regional issues including Iraq, Iran, Afghanistan, Russia, Africa, and the Israeli-Palestinian conflict. The book concludes that it is imperative that Europeans and Americans seize "the Obama moment" in order to capitalize on the urgency of acting

now. They will also need to move to a new paradigm of the EU-U.S. relationship and NATO's role within it--one that takes account of the fact that the West needs "the Rest" to deal with the most pressing issues of our time. "An important contribution to the debate on how we can renew our transatlantic partnership for a new age.... This book lays out the challenges and choices we face. It deserves to be widely read."--Javier Solana, high representative for the EU Common Foreign and Security Policy "A timely contribution to the much-needed dialogue regarding transatlantic relations. Both sides need to understand each other better and this volume helps its readers understand the causes of discord and the key issues to be addressed." -- Zbigniew Brzezinski, national security adviser to President Carter Contributors include Alexandra Bell (Ploughshares Fund), John Bruton (Ambassador, EU

Commission to the United States 2004-09), Tom Cargill (Chatham House), Joseph Cirincione (Ploughshares Fund), James F. Dobbins (RAND), Nikolas Foster (SAIS Johns Hopkins University), Daniel S. Hamilton (Center for Transatlantic Relations), Bruce Jones (Center on International Cooperation, NYU), Erik Jones (SAIS Bologna Center, Johns Hopkins University), Ibrahim Kalin (Prince Alwaleed bin Talal Center for Muslim-Christian Understanding), Andrew Kuchins (CSIS), Michael O'Hanlon (Brookings Institution), Rouzbeh Parsi (European Union Institute for Security Studies), Glen Ranwala (University of Cambridge), Pawel Swieboda (demosEUROPA), and Alex Vines (Chatham House).

Faith and Fire - James Swallow

2006-03-28

Science fiction-roman.

Ghostmaker - Dan Abnett 2015-04-01

On the jungle world of Monthax, Colonel-Commissar Ibram Gaunt and his Tanith First and Only await the order to advance into the sweltering wilderness and drive the alien eldar from the Imperial planet. As battle approaches, Gaunt walks the lines, raising his men's spirits and remembering their greatest battles and heroic acts - and the tragedies that have dogged Gaunt's Ghosts from the day of their founding on lost Tanith; The day that Gaunt became known as the Ghostmaker.

Dark Harvest - Josh Reynolds 2019-12-10
A Horror story set in the Warhammer: Age of Sigmar universe. Harran Blackwood was a Warrior-Priest of ruthless virtue. Now he's a man with a scorched reputation, prowling the back alleys of Greywater Fastness, content to fight the petty wars of racketeers for survival. But when a desperate message arrives from an old friend, Blackwood is forced to confront a

past he thought long buried. Summoned to the isolated village of Wald, Blackwood sets off on a perilous trek to ensure the sins of his former life remain forgotten. He soon discovers that Wald is a hostile, secretive place with sins of its own. Deep in the murky marshes, where the cruel chants of village folk echo and the stink of death hovers low, Blackwood must channel his bitterness and rage to defy the ancient darkness that now hunts him before he is devoured, body and soul.

Farseer - William King 2002

Starfinder Adventure Path - Rob McCreary 2017

In the Dead Suns Adventure Path, the players take on the roles of members of the Starfinder Society, a loose association of scholars and adventurers who travel the galaxy uncovering the secrets of the past. When a fragment of an ancient alien

superweapon surfaces in the depths of hyperspace, its discovery sets off a race to find the extraterrestrial doomsday device. Hopping from planet to planet in both the civilized Pact Worlds and beyond, the heroes must contend with both the undead Corpse Fleet and the nihilistic Cult of the Devourer, each of which seeks to acquire the alien artifact for its own purposes. Can the heroes find and destroy the superweapon before their enemies seize control of it, or will the Pact Worlds' sun go dark and cold, a harbinger of dead suns across the galaxy?

The Annotated Mona Lisa - Carol Strickland 2007-10

Like music, art is a universal language. Although looking at works of art is a pleasurable enough experience, to appreciate them fully requires certain skills and knowledge." --Carol Strickland, from the introduction to *The Annotated Mona*

Lisa: A Crash Course in Art History from Prehistoric to Post-Modern * This heavily illustrated crash course in art history is revised and updated. This second edition of Carol Strickland's *The Annotated Mona Lisa: A Crash Course in Art History from Prehistoric to Post-Modern* offers an illustrated tutorial of prehistoric to post-modern art from cave paintings to video art installations to digital and Internet media. * Featuring succinct page-length essays, instructive sidebars, and more than 300 photographs, *The Annotated Mona Lisa: A Crash Course in Art History from Prehistoric to Post-Modern* takes art history out of the realm of dreary textbooks, demystifies jargon and theory, and makes art accessible-even at a cursory reading. * From Stonehenge to the Guggenheim and from Holbein to Warhol, more than 25,000 years of art is distilled into five sections covering a little more than 200 pages.

Spell Compendium - Matthew Sernett 2013

This book collects the most popular spells in the D & D game and presents them in one easy-to-reference tome.

Player's Guide to the Dragonlance

Campaign - TSR Inc 1993-08-01

Novel readers and AD&D players are always looking for a new challenge. This product provides all the information they need to begin riding dragons in the skies of Krynn. Beginners and experienced players alike will thrill at the glory and adventure of this newest guide to the Dragonlance campaign world. Leatherette cover.

*****Marion, add to end of title: gn (PG1)*****

The Craft of Scientific Presentations -

Michael Alley 2006-05-17

This timely and hugely practical work provides a score of examples from contemporary and historical scientific presentations to show clearly what makes

an oral presentation effective. It considers presentations made to persuade an audience to adopt some course of action (such as funding a proposal) as well as presentations made to communicate information, and it considers these from four perspectives: speech, structure, visual aids, and delivery. It also discusses computer-based projections and slide shows as well as overhead projections. In particular, it looks at ways of organizing graphics and text in projected images and of using layout and design to present the information efficiently and effectively.

Journalism, fake news & disinformation - Ireton, Cheryl 2018-09-17

Mordheim - Tuomas Pirinen 1999

Frostgrave: Blood Legacy - Joseph A.

McCullough 2021-12-09

In the days of ancient Felstad, vampires

kept to the shadows, their small numbers no match for the power of the city's wizards. But when the cataclysm struck, the wizards were destroyed, while the deathless vampires went into a frozen hibernation. Now, as the city thaws, so do its undead inhabitants. The masters of the night are rising again: reoccupying their hidden strongholds, reforming their old cabals, and finding new victims to serve as their thralls. The destruction of the old city has brought one other boon to the vampires - giant's blood. While giants used to live out of reach to the far north, in the intervening millennium, they have descended on the city in large numbers. Their blood is like an elixir to the vampires, filling them with strength and magical power. A new war is forming between these two ancient races, and once again, the wizards of Frostgrave are caught in the middle. This supplement for Frostgrave:

Fantasy Wargames in the Frozen City presents greatly expanded information about the vampires and the giants that occupy the frozen ruins, including rules for vampiric magic and a breakdown of the different tribes of giants. Also included are rules for a new type of soldier, the giant-blooded. These huge men and women have the blood of giants running through their veins, granting them great strength unseen in normal men. Finally, the book contains a section on playing Frostgrave with high-level wizards and includes two mini-campaigns to challenge these experienced spellcasters.

Starfinder Alien Archive 4 - Paizo

Publishing 2021-01-12

Battle, befriend, or become more than 100 bizarre alien life forms in this all-new creature collection for the Starfinder Roleplaying Game! On countless worlds orbiting countless stars, strange and

wonderful creatures await discovery. In this book, you'll find rules and background information about creatures ranging from undead androids and robot dragons to deadly laser-spined flowers and mysterious sea skeletons. Many species include rules for making your own playable alien character, from beings made of coral to animals uplifted by sapient fungus to creatures truly bizarre to behold. You'll also find plenty of new equipment and player options, including a new set of augmentations that allows your character to adopt the strange features of dozens of existing playable alien species. Explore the extraordinary with Starfinder Alien Archive 4! Inside this book, you'll find the following:

- Nearly 100 uncanny life-forms both classic and new, from the batlike grioth and horrifying brain collector to the vengeful ending and dreaded plasmalisk.
- A dozen races with full player rules, letting you play

everything from a fungus-uplifted animal to a humanoid made of magical coral. -New alien technology to help give your character an edge, including armor, weapons, magic items, and more. -New rules for grafting the strange physical traits of other species onto your own character, creating a staggering array of customization options!

Iron Kingdoms Monsternomicon - Iron Kingdoms 2006-06-01

Heart - Grant Howitt 2020-06
Roleplaying game set in a strange undercity that warps to match your heart's desire.

Ragnarok - Tim Korklewski 2019-05-30
The end of the Aesir has come, but not as the prophecies foretold. The dread dragon Nidhoggr has devoured the roots of the World Ash, Yggdrasil, and the great tree has toppled onto its side, crashing the realms of mortal and supernatural together. With the gods dead and the fires of ruin

consuming the world, your war clan of Viking warriors know what they must do to survive the destruction of the Nine Realms and restore order: they must become the new gods! Ragnarok is a campaign-driven skirmish game in which players form a Viking war clan seeking to prove itself worthy of becoming the new pantheon. The use of a mechanic called Godspark means that battles are no longer determined by merely striking an opponent and dealing damage. Instead, warriors will be pushing, throwing, and crashing their opponents around the battlefield, making their very environment a weapon. As the war clans develop, they may gain glorious new powers that will bring them closer to godhood, or win the respect of the denizens of the realms, allowing them to bring dire wolves, dwarves, and even the dreaded giants into their war clans. With strategic gameplay and epic storytelling, players

must write their own sagas and tell of how their war clans have, through blood and steel, clawed their way up from ruin to stand before the halls of Valhalla.

The Age of Darkness - Christian Dunn
2011-04-26

A new anthology of short stories delving into the secret history of the Horus Heresy. After the betrayal at Isstvan, Horus begins his campaign against the Emperor, a galaxy-wide war that can lead only to Terra. But the road to the final confrontation between father and son is a long one – seven years filled with secrecy and silence, plans and foundations being formed across distant stars. An unknown history is about to be unveiled as light is shed on the darkest years of the Horus Heresy, and revelations will surface that will shake the Imperium to its very foundation...

The Spear of Shadows - Josh Reynolds
2018-03-06

A band of mortal heroes are sent by the duardin god Grungni to retrieve an artefact of dark power and keep it from the clutches of Chaos. In the beginning, there was fire. And from that fire came eight weapons of terrible power, honed to a killing edge by the chosen weaponsmiths of Khorne. Now, as the Mortal Realms echo with the thunder of war, the great powers seek to acquire the eight wherever they might be found, no matter the cost. In a city of prophecy and secrets, Grungni, smith-god of the duardin, gathers together a group of mortal warriors from across the realms in order to locate the first of the eight weapons. But they are not alone in their quest; agents of the Ruinous Powers search for the weapon for themselves. Now the race is on, as man, duardin and daemon alike seek to claim the Spear of Shadows...

Psychic Anthology - Paizo Publishing 2017
Delve into the ancient secrets of the mind!

Occult texts, lost scrolls, and esoteric tomes hidden throughout Golarion allow the curious seeker to develop powerful psychic skills. Pathfinder Player Companion: Psychic Anthology presents numerous texts outlining the mysterious practices that allow Golarion's mystics and gurus to bend the laws of the universe to their wills. From the kaleidoscopic Recursion Tablets to the physics-defying Infinity Scrolls, vibrant books of psychic commentary are presented along with new archetypes, spells, subdomains, and other support material for player characters of any class.

Codex Craftworld Eldar - Gavin Thorpe
1999-09

Grey Seer - C. L. Werner 2009-07-28
The only person brave enough to attempt a recovery of a stolen artifact that possesses a dangerous power, Grey Seer Thanquol sets out to stop a band of determined

smugglers only to have his efforts further complicated by the machinations of a mysterious wizard. By the author of *Witch Hunter*. Original.

Starfinder Adventure Path - James L. Sutter
2019-03

A magical portal to the Plane of Fire disappears into the sun just after creatures exit it for the first time in recorded history. An overwhelming telepathic burst from within the sun quickly follows, and a scientist recruits the heroes to help her find out what's going on. The mission takes the heroes to the Burning Archipelago, a bubble city in the sun's atmosphere, and Asanatown, the lashunta enclave there, to meet with another scientist who can help. Before that meeting can happen, however, the recent psychic disturbance leads radicals among the telepathically sensitive lashuntas to take matters into their own hands, closing Asanatown off from the rest

of the sun-based city. Trapped, the heroes must rescue their contact and return power to the proper authorities to escape! "Fire Starters" is a *Starfinder Roleplaying Game* adventure for four 1st-level characters. This adventure begins the Dawn of Flame Adventure Path, a six-part, monthly campaign in which the heroes uncover a plot that threatens the Pact Worlds sun. This adventure also includes a gazetteer of Asanatown, an article on the sun-worshiping faith that helped establish the Burning Archipelago, and a selection of new monsters from the sun and the planes. Each monthly full-color softcover *Starfinder Adventure Path* volume contains a new installment of a series of interconnected science-fantasy quests that together create a fully developed plot of sweeping scale and epic challenges. Each 64-page volume of the *Starfinder Adventure Path* also contains in-depth articles that detail and expand the

Starfinder campaign setting and provide new rules, a host of exciting new monsters and alien races, a new planet to explore and starship to pilot, and more!

The Talon of Horus - Aaron Dembski-Bowden 2016-12-06

The first volume in The Black Legion series, now available in trade paperback. When Horus fell, his Sons fell with him. A broken Legion, beset by rivalries and hunted by their erstwhile allies, the former Luna Wolves have scattered across the tortured realm of the Eye of Terror. And of Abaddon, greatest of the Warmaster's followers, nothing has been heard for many years. But when Horus's body is taken from its resting place, a confederation of legionaries seek out the former First Captain, to convince him to embrace his destiny and continue what Horus began.

Our Lady's Juggler - Anatole 1844-1924
France 2021-09-09

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The Art and Making of The Expanse - Titan

Books 2019-11-26

Official companion book to the hugely successful TV series, showcasing spectacular concept art and candid behind-the-scenes photography, accompanied by quotes from the showrunners. The Expanse is a modern TV revelation. Adapted from the hugely popular novels by James S. A. Corey, this Hugo Award-winning story of conspiracy, adventure and intrigue in a galaxy tearing itself apart through civil war has captivated audiences worldwide with its high-concept vision of the future. The Art and Making of The Expanse goes behind the scenes of the first three seasons of the show, exploring how the bestselling books were turned into one of the most highly regarded science fiction TV series of the 21st century. Packed with stunning concept art and compelling photography, the cast, crew and creators reveal the ideas, processes, inspirations and obstacles

behind the making of this massively popular series.

Beyond the Gates of Antares - Rick Priestley 2016

Ravenor - Dan Abnett 2017-05-09

The first novel in the Ravenor trilogy, the follow-up to Dan Abnett's immensely popular Eisenhorn trilogy. When his body is hideously damaged in an enemy attack, it looks as though Inquisitor Gideon Ravenor's promising career would be abruptly brought short. Now, encased in a life support system that keeps him alive but forever cuts him off from the physical world, Ravenor utilises his formidable mental powers to continue his investigations and thwart the machinations of Chaos. Along with his retinue of warriors and assassins, Gideon Ravenor fights to protect an Imperium he can no longer see, hear or feel.

Solo-wargaming - Donald F. Featherstone
1973

Oathmark: Bane of Kings - Joseph A.
McCullough 2021-06-24

Time is the bane of all kings. Always does it march 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 favour. This book also includes several new military expeditions, including numerous scenarios, to once again challenge a player's generalship.

Software Studies - Matthew Fuller 2008
This collection of short expository, critical and speculative texts offers a field guide to the cultural, political, social and aesthetic impact of software. Experts from a range of disciplines each take a key topic in software and the understanding of software, such as algorithms and logical structures.

Mirror to the World - 2017

Includes brief notes on his paintings.

Archaon - Rob Sanders 2015-02-01

In the north of the world the forces of

Chaos gather, awaiting their moment to strike. At their head is the Everchosen, the warrior who will lead the final, cataclysmic assault that will usher in the End Times and the reign of the Ruinous Powers. But he was not always thus - he was once a man, a devout servant of the warrior-god Sigmar. What could cause such a soul to fall to the worship of the Dark Gods? What dark events could have put a knight of the Empire on the path to becoming the harbinger of the world's end? And just who was the man who will become known to all as Archaon? Previous Titles: - Gotrix & Felix: Kinslayer (978184707299) - HB £17.99 - Bane of Melakith (9781849707664) - B Fmt PB £8.99

Honour Guard - Dan Abnett 2015-09

In disgrace after a catastrophic war, Colonel-Commissar Ibram Gaunt and the Tanith First are sent to retrieve precious artefacts from a world lost to Chaos. With

enemy all around them and time against them, Gaunt's Ghosts and their allies must prevent the holy relics of Saint Sabbat from falling into their foes' hands - and as mysterious events begin to occur, Gaunt begins to suspect that the Saint herself might be aiding them from beyond the grave.

Jackals - John-Matthew DeFoggi
2021-02-04

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 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...

Cadian Honour - Justin D Hill 2019-09-17
Sent to the capital world of Potence,

Sergeant Minka Lesk and the Cadian 101st discover that though Cadia may have fallen, their duty continues. For ten thousand years, Cadia stood as a bastion against the daemonic tide spewing forth from the Eye of Terror. But now the Fortress World lies in ruins, its armies decimated in the wake of Abaddon the Despoiler and his Thirteenth Black Crusade. Those who survived, though haunted by the loss of their beloved homeworld, remain bloodied and unbarred, fighting ruthlessly in the Emperor's name. Amongst them is the indomitable Sergeant Minka Lesk. Sent to the capital world of Potence, Lesk and the Cadian 101st company soon discover that a rot runs through the very heart of the seemingly peaceful world. Lesk knows she must excise this taint of Chaos, for it is not only her life and those of her company at stake, but also the honour of Cadia itself.

Dust Warfare Campaign Book -

2013-01-15

While the battle for Zverograd continues to rage, the Allies seek to gain a firmer foothold and strengthen their presence in the area by launching a daring series of raids upon Zverograd's Axis-controlled airfield. Campaign Book: Icarus is a supplement for Dust Warfare that introduces a host of new aerial rules, plus much more. New special abilities like Air Superiority give jets the edge in dogfighting, while new platoon upgrades and a variant battle-builder take the war to new heights!

Climate Change Impact on Coastal Habitation - Doeke Eisma 2021-04-15

Temperature and precipitation increase and decrease because of natural causes.

However, anthropogenic changes, such as an enhanced greenhouse effect, may result in alterations in the regional climate and in relative sea level. Serious changes in climate and sea level—with adverse effects particularly along low-lying coasts—would affect millions of people. Climate Change takes an in-depth, worldwide look at coastal habitation with respect to these natural and anthropogenic changes. No universally applicable coastal model can be used to describe climatic changes. This unique book provides individual discussions of beaches and barrier islands, cliffs, deltas, tidal flats and wetlands, reefs, and atolls. The impact of climatic change on coastal ecology and agriculture is investigated, and human responses to the effects of climatic change along the world's coasts are included.