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Flying Guns of the Modern Era Anthony G. Williams 2004-08-06 Flying Guns of The Modern Era describes the history of aircraft guns, ammunition and their installations in aircraft, from the end of WWII to the present day. This period has seen the development of guided missiles for both air-to-air and ground-attack roles. Covers aircraft installations for all nations and an evaluation of combat use, including a comprehensive table of gun installations in combat aircraft and helicopters, comparative drawings of the principal service weapons and data tables of the guns and ammunition.

Sharpening the Combat Edge Lieutenant Julian Ewell 2015-10-26 "Sharpening the Combat Edge" focuses on the use of analysis in combat operations and concentrates on the utilization of techniques in situations with which the authors are personally familiar. It covers primarily the systematic blending of military judgment, data collection, and simple problem solving techniques as used in the 9th Infantry Division and II Field Force, Vietnam, 1968-1970. The approach is rather tentative because it was not possible in many cases to determine exactly what factors made the operations go so well. Rather the authors have laid out the most important and interesting factors in the hopes that the readers will be stimulated and perhaps decide for themselves what the critical points were.

Level Up! Scott Rogers 2010-09-29 Design and build cutting-edge video games with help from video game expert Scott Rogers! If you want to design and build cutting-edge video games but aren't sure where to start, then this is the book for you. Written by leading video game expert Scott Rogers, who has designed the hits Pac Man World, Maxim vs. Army of Zin, and SpongeBob Squarepants, this book is full of Rogers's wit and imaginative style that demonstrates everything you need to know about designing great video games. Features an approachable writing style that considers game designers from all levels of expertise and experience Covers the entire video game creation process, including developing marketable ideas, understanding what gamers want, working with player actions, and more Offers techniques for creating non-human characters and using the camera as a character Shares helpful insight on the business of design and how to create design documents So, put your game face on and start creating memorable, creative, and unique video games with this book!

The Australian Army from Whitlam to Howard John Blaxland 2013-10-16 The first critical examination of Australia's post-Vietnam military operations and the 'casualty cringe' felt by political leaders following the war.

The Praetorian STARShip : the untold story of the Combat Talon 2001 Jerry Thigpen's study on the history of the Combat Talon is the first effort to tell the story of this wonderfully capable machine. This weapons system has performed virtually every imaginable tactical event in the spectrum of conflict and by any measure is the most versatile C-130 derivative ever produced. First modified and sent to Southeast Asia (SEA) in 1966 to replace theater unconventional warfare (UW) assets that were limited in both lift capability and speed the Talon I quickly adapted to theater UW tasking including infiltration and resupply and psychological warfare operations into North Vietnam. After spending four years in SEA and maturing into a highly respected UW weapons system the Joint Chief of Staff (JCS) chose the Combat Talon to lead the night low-level raid on the North Vietnamese prison camp at Son Tay. Despite the outcome of the operation the Talon I cemented its reputation as the weapons system of choice for long-range clandestine

operations. In the period following the Vietnam War United States Air Force (USAF) special operations gradually lost its political and financial support which was graphically demonstrated in the failed Desert One mission into Iran. Thanks to congressional supporters like Earl Hutto of Florida and Dan Daniel of Virginia funds for aircraft upgrades and military construction projects materialized to meet the ever-increasing threat to our nation. Under the leadership of such committed hard-driven officers as Brenci Uttaro Ferkes Meller and Thigpen the crew force became the most disciplined in our Air Force. It was capable of penetrating hostile airspace at night in a low-level mountainous environment covertly to execute any number of unconventional warfare missions.

Artificial Intelligence and Games Georgios N. Yannakakis 2018-02-17 This is the first textbook dedicated to explaining how artificial intelligence (AI) techniques can be used in and for games. After introductory chapters that explain the background and key techniques in AI and games, the authors explain how to use AI to play games, to generate content for games and to model players. The book will be suitable for undergraduate and graduate courses in games, artificial intelligence, design, human-computer interaction, and computational intelligence, and also for self-study by industrial game developers and practitioners. The authors have developed a website (<http://www.gameaibook.org>) that complements the material covered in the book with up-to-date exercises, lecture slides and reading.

A Guide to Japanese Role-Playing Games Bitmap Books 2021-11

The FN Minimi Light Machine Gun Chris McNab 2017-02-23 In 1974, renowned Belgian arms company Fabrique Nationale brought out a ground-breaking new light machine gun, the Minimi. Its success has been meteoric, arming more than 45 countries around the world. The Minimi offers the ultimate in portable firepower. Firing the high-velocity 5.56×45mm round, the Minimi is a gas-operated, lightweight, belt- or magazine-fed weapon, able to burn through cartridges at a cyclical rate of up to 1,150 rounds per minute, making it the weapon of choice for fire support at squad level. This study uses gripping first-hand accounts and striking combat photographs, following the Minimi to war zones such as Iraq and Afghanistan. It tracks its design and development, as well as investigating what has made it so compelling a choice for armed forces around the world for more than 40 years.

Swarm Troopers David Hambling 2015-12-10 Small unmanned aircraft are already transforming warfare, with hand-launched scouts like the Raven and lethal tactical drones like Switchblade already in use by US forces. A bigger revolution is on the way, as swarming software allows a single operator to control large numbers of drones, and smartphone technology means they can be built for \$1,000 each -- by anybody, not just governments. This book looks at the history of drone warfare, the rise of big drones like the Predator and how they are being eclipsed by smaller unmanned aircraft. And how the future is being shaped by smartphone technology, swarm software, miniaturised munitions and energy-harvesting that allows small drones to fly forever. It also looks at why current air defence cannot stop the swarms, and what drone swarms will mean for the balance of power and future wars. This is the world of Swarm Troopers *Ghost Cartels* Michelle Lyons 2009-01-01

Interdiction in Southern Laos, 1960-1968 Jacob Van Staaveren 2005-01-01 Throughout the War in Southeast Asia, Communist forces from North Vietnam infiltrated the isolated, neutral state of Laos. Men and supplies crossed the mountain passes and travelled along an intricate web of roads and jungle paths

known as the Ho Chi Minh Trail to the Viet Cong insurgents in South Vietnam. American involvement in Laos began with photo-reconnaissance missions and, as the war in Vietnam intensified, expanded to a series of air-ground operations from bases in Vietnam and Thailand against fixed targets and infiltration routes in southern Laos. U.S. Air Force leaders and aircrews flying interdiction missions over Laotian territory faced a unique set of challenges. Their efforts were plagued by political controversies, daunting weather, rugged terrain, a tenacious foe, and above all a bewildering array of rules of engagement limiting the effectiveness of air operations. Interdiction in Southern Laos, 1960-1968 examines this complex operational environment. Many of these issues-particularly those relevant to conducting a politically sensitive, limited war from foreign bases, with a commitment to minimizing civilian casualties-are still relevant today and for the foreseeable future as the modern Air Force meets its responsibilities in an ever-changing global environment. Richard P. Hallion Air Force Historian

[Fallout Kkat](#) 2017-05-05

[Fallout Wasteland Warfare Roleplaying Game Licensed, Full Color, Hardback](#) Modiphius 2019-08-27 The Fallout: Wasteland Warfare roleplaying game builds on the narrative wargame experience of the tabletop miniatures game and will include new rules for character creation and creating adventures in the wasteland. Delve into abandoned Vaults, ruined cities, strange facilities, and antiquated military bases. Encounter Super Mutants, Raiders, Survivors, Vault Dwellers, the Brotherhood of Steel, the Institute and the Enclave, and many more! Will you roam wide and far, or build up and protect your settlement? For those who want to create your own unique characters or use the faction based Archetype cards to start your own hero and see them grow from adventure to adventure. Includes: Complete rules for tabletop roleplaying in the wasteland, based on the popular Fallout: Wasteland Warfare miniatures game. Full rules for character creation, archetypes and original player ideas alongside existing characters from the Fallout universe. Packed with lots of full colour photographic scenes of the Fallout: Wasteland Warfare range to inspire your adventures! Interact with familiar characters and creatures drawn from the world of Fallout. Background on the locations and factions that players can encounter. 3 free adventures in a linked campaign or for use as one-shot missions to support GM's. Guidance for players to build their settlement as a base of operations. Advice and tools to help GM's create and run exciting new adventures in the Fallout universe. Every copy of the Fallout: Wasteland Warfare Roleplaying Game Expansion will come with a printed code to get you a set of free downloadable files: PDF copy of the rulebook, Character cards from Fallout: Wasteland Warfare, Weapon cards from Fallout: Wasteland Warfare, Character Archetype cards, Character Playmat. Can be played as a standalone product using free downloadable cards and a set of the Fallout: Wasteland Warfare Dice (MUH051279) sold separately. Made in the UK.

[Designing Games](#) Tynan Sylvester 2013-01-03 Ready to give your design skills a real boost? This eye-opening book helps you explore the design structure behind most of today's hit video games. You'll learn principles and practices for crafting games that generate emotionally charged experiences—a combination of elegant game mechanics, compelling fiction, and pace that fully immerses players. In clear and approachable prose, design pro Tynan Sylvester also looks at the day-to-day process necessary to keep your project on track, including how to work with a team, and how to avoid creative dead ends. Packed with examples, this book will change your perception of game design. Create game mechanics to trigger a range of emotions and provide a variety of play Explore several options for combining narrative with interactivity Build interactions that let multiplayer gamers get into each other's heads Motivate players through rewards that align with the rest of the game Establish a metaphor vocabulary to help players learn which design aspects are game mechanics Plan, test, and analyze your design through iteration rather than deciding everything up front Learn how your game's market positioning will affect your design

[The Naked and the Dead](#) Norman Mailer 2013-10-15 Hailed as one of the finest novels to come out of the Second World War, The Naked and the Dead received unprecedented critical acclaim upon its publication and has since enjoyed a long and well-deserved tenure in the American canon. This fiftieth anniversary edition features a new introduction created especially for the occasion by Norman Mailer. Written in gritty, journalistic detail, the story follows a platoon of Marines who are stationed on the Japanese-held island of Anopopei. Composed in 1948 with the wisdom of a man twice Mailer's age and the raw courage of the young man he was, The Naked and the Dead is representative of the best in twentieth-century American

writing.

[Blade of Tyshalle](#) Matthew Woodring Stover 2008-12-09 Twenty-seven years ago, they said Hari Michaelson didn't have a chance. He was just a loser, a street criminal from a disgraced family. He'd never make anything of himself. They were wrong. He made himself into Caine: Killer. Superstar. Hero . . . THE BLADE OF TYSHALLE Six years ago, Ma'elkoth—a god of Overworld—held Pallas Ril in his merciless grip. Earth's ruling elite wanted her dead. Caine swore he would save her. They said he didn't have a chance. They were wrong. He sacrificed his career as Caine to crush Pallas Ril's enemies and bring her home. Now Hari Michaelson is the only man who stands between the soulless corporate masters of Earth and the green hills of Overworld. Caine's victory over Ma'elKoth opened a door between the worlds, and the faceless masses of Earth are killing everything he loves. Enemies old and new array themselves against him. And Hari's not even Caine anymore. He's just one man—alone, half-crippled, powerless. They say he doesn't have a chance. They are wrong . . .

Out of Captivity Marc Gonsalves 2009-02-24 Describes how the plane carrying the three American civilian contractors crash-landed in Colombia, their capture by the FARC, the five years that they spent as hostages of the guerrilla group, and their eventual rescue.

Defending Air Bases in an Age of Insurgency Shannon Caudill 2014-08 This anthology discusses the converging operational issues of air base defense and counterinsurgency. It explores the diverse challenges associated with defending air assets and joint personnel in a counterinsurgency environment. The authors are primarily Air Force officers from security forces, intelligence, and the office of special investigations, but works are included from a US Air Force pilot and a Canadian air force officer. The authors examine lessons from Vietnam, Iraq, Afghanistan, and other conflicts as they relate to securing air bases and sustaining air operations in a high-threat counterinsurgency environment. The essays review the capabilities, doctrine, tactics, and training needed in base defense operations and recommend ways in which to build a strong, synchronized ground defense partnership with joint and combined forces. The authors offer recommendations on the development of combat leaders with the depth of knowledge, tactical and operational skill sets, and counterinsurgency mind set necessary to be effective in the modern asymmetric battlefield.

[The Gun](#) C. J. Chivers 2011-09-06 Traces the history of the AK-47 assault rifle, from its inception to its use by more than fifty national armies around the world, to its role in modern-day Afghanistan, discussing how the deadly weapon has helped alter world history.

[Johnson Rifles and Machine Guns](#) Bruce N. Canfield 2002 The M1941 Johnson Rifle is the hottest WWII rifle on the collectors' market today, and this exciting new book covers it all! From invention and manufacture through issue to the troops, every aspect of the Johnson is explained and illustrated - including collector's notes and serial number data. You will learn about all the other Johnson weapons, like the Light Machine Guns, "Paratroop" rifles and aircraft cannon. Discover which troops used these unique guns, including those Johnson Rifles issues to the U.S. Marine Corps. Author Bruce N. Canfield also tells the intriguing story of Johnson himself. Learn about Johnson's continual struggle against government bureaucrats as his rifles stood head-to-head with the famous M1 Garand.

The Rapture of the Nerds Cory Doctorow 2012-09-04 A tale set at the end of the twenty-first century finds the planet's divided hominid population subjected to the forces of a splintery metaconsciousness that inundates networks with plans for cataclysmic technologies, prompting an unwitting jury member to participate in a grueling decision.

The Gatling Gun Paul Wahl 1978

Airpower in Three Wars William W. Momyer 1978

[Only War](#) Fantasy Flight Games 2012-10-16

The Dunwich Horror H. P. Lovecraft 2020-08-04 Reproduction of the original: The Dunwich Horror by H. P. Lovecraft

Field Manual FM 3-21. 8 (FM 7-8) the Infantry Rifle Platoon and Squad March 2007 Department of the Army 2015-12-31 This field manual provides doctrinal framework for how infantry rifle platoons and squads fight. It also addresses rifle platoon and squad non-combat operations across the spectrum of conflict. Content discussions include principles, tactics, techniques, procedures, terms, and symbols that

apply to small unit operations in the current operational environment.

Deadly Rapid Dawn Nelson 2019 Page Harris was a mere shadow of who she used to be, since her ex-boyfriend had come into her life. The one thing she could thank him for was giving her a deep-seated fear of men. That was until her five best friends invited her to get out of town for a white water rafting adventure with them, where she meets wildly handsome and intriguing river guide, Boe Brandon. Boe Brandon was a white water guide until a horrible accident two years earlier made him vow to never go on the river again. That is, until one evening when his brother Mark called and begged him to take his place as guide one a seven night, eight day trip down the very same stretch of river that had cost him everything. He is pleasantly surprised to find Paige Harris among the guest. They both must learn to put the past behind them when they learn there is a killer on the river and one of them is the target.

The Infantry Rifle Platoon and Squad (FM 3-21. 8 / 7-8) Department of the Army 2015-12-31 This field manual provides doctrinal framework for how infantry rifle platoons and squads fight. It also addresses rifle platoon and squad non-combat operations across the spectrum of conflict. Content discussions include principles, tactics, techniques, procedures, terms, and symbols that apply to small unit operations in the current operational environment.

The Sum of All Fears Tom Clancy 1991 Jack Ryan Confronts Terrorists In The Middle East In Tom Clancy S Spectacular Sixth Novel Another Sunday Times No 1 Bestseller Now Reissued With A New Cover. As Those In Power Around The Globe Face Up To The Challenges Of A New World Order, In Washington CIA Deputy Director Jack Ryan Is Putting Everything Into A Plan That Could Finally Bring Peace To A Middle East Still Suffering From The Ravages Of War. But Too Many Groups Have Invested Too Much Blood To Allow The Plan To Succeed The Terrorists Have One Final Desperate Card To Play. With One Terrible Act The World Is Plunged Into Nuclear Crisis. His Dreams Of Peace Shattered, Ryan Is Confronted With A Situation He Has Never Dared To Imagine: With The World Standing On The Brink Of War, What Do You Do If The Us President Is Incompetent To Deal With The Greatest Crisis Of All?

Setup Earl H. Tilford 2013-07

Cities Under Siege Stephen Graham 2011-11-01 Cities are the new battleground of our increasingly urban world. From the slums of the global South to the wealthy financial centers of the West, Cities Under Siege traces the spread of political violence through the sites, spaces, infrastructure and symbols of the world's rapidly expanding metropolitan areas. Drawing on a wealth of original research, Stephen Graham shows how Western militaries and security forces now perceive all urban terrain as a conflict zone inhabited by lurking shadow enemies. Urban inhabitants have become targets that need to be continually tracked, scanned and controlled. Graham examines the transformation of Western armies into high-tech urban counter-insurgency forces. He looks at the militarization and surveillance of international borders, the use of 'security' concerns to suppress democratic dissent, and the enacting of legislation to suspend civilian law. In doing so, he reveals how the New Military Urbanism permeates the entire fabric of urban life, from subway and transport networks hardwired with high-tech 'command and control' systems to the insidious militarization of a popular culture corrupted by the all-pervasive discourse of 'terrorism.'

The Mayaguez Crisis, Mission Command, and Civil-military Relations Christopher Jon Lamb 2018 Preface -- Abbreviations -- Key figures in the Mayaguez Crisis -- Introduction -- Day one: Monday, May 12 -- Day two: Tuesday, May 13 -- Day three: Wednesday, May 14 -- Day four: Thursday, May 15 -- Critical crisis decisions - - Explaining decisions, behaviors and outcomes -- Refining the explanation: rationality, bureaucracy and beliefs -- Findings, issues, prescriptions -- Conclusion.

The Illustrated Encyclopedia of Aircraft Armament Bill Gunston 1987 Opslagsbog over flybevæbning gennem tiderne og op til de moderne og avancerede, styrede missiler

Hyperion Dan Simmons 2011-01-12 A stunning tour de force filled with transcendent awe and wonder, Hyperion is a masterwork of science fiction that resonates with excitement and invention, the first volume in a remarkable epic by the multiple-award-winning author of The Hollow Man. On the world called Hyperion, beyond the reach of galactic law, waits a creature called the Shrike. There are those who worship it. There are those who fear it. And there are those who have vowed to destroy it. In the Valley of the Time Tombs, where huge, brooding structures move backward through time, the Shrike waits for them all. On the eve of Armageddon, with the entire galaxy at war, seven pilgrims set forth on a final voyage to

Hyperion seeking the answers to the unsolved riddles of their lives. Each carries a desperate hope—and a terrible secret. And one may hold the fate of humanity in his hands. Praise for Dan Simmons and Hyperion “Dan Simmons has brilliantly conceptualized a future 700 years distant. In sheer scope and complexity it matches, and perhaps even surpasses, those of Isaac Asimov and James Blish.”—The Washington Post Book World “An unfailingly inventive narrative . . . generously conceived and stylistically sure-handed.”—The New York Times Book Review “Simmons’s own genius transforms space opera into a new kind of poetry.”—The Denver Post “An essential part of any science fiction collection.”—Booklist

The Art of Fallout 4 Various 2015-12-08 Bethesda Game Studios, the award-winning creators of Fallout® 3 and The Elder Scrolls V: Skyrim®, welcome you to the world of Fallout® 4 - their most ambitious game ever, and the next generation of open-world gaming. The Art of Fallout 4 is a must-have collectible for fans and a trusty companion for every Wasteland wanderer. Featuring never-before-seen designs and concept art from the game's dynamic environments, iconic characters, detailed weapons, and more -- along with commentary from the developers themselves.

Metro 2035. English Language Edition. Dmitry Glukhovskiy 2016-12-01 World War Three wiped out the humankind. The planet is empty now. Huge cities became dust and ashes. Railroads are being eaten by rust. Abandoned satellites hang lonely on the orbit. Radio is mute on all the frequencies. The only survivors of the last war were those who made it into the gates of the Metro, the subway system of Moscow city. It's there, hundreds of feet below the ground, in the vaults of what was constructed as the world's largest air-raids shelter that people try to outlive the end of the days. It's there that they created a new world for themselves. The stations of Metro became city-states, and its citizens, torn apart by religions and ideologies are fighting for the now scarce commodities: air, water, and space. This tiny underground world can only remind humans of an immense world they once were the masters of. It's been twenty years past Doomsday, and yet the survivors refuse to give up. The most stubborn of them keep cherishing a dream: when the radiation level from nuclear bombings subsides, they will be able to return to the surface and have the life their parents once had. But the most stubborn of the stubborn continues to search for other survivors in this huge emptiness that once was called Earth. His name is Artyom. He would give anything to lead his own people from the underground onto the surface. And he will. * * * METRO 2035 continues and terminates the story of Artyom, the hero of the original Metro 2033 book and the Metro video games. Millions of readers across the world have been waiting for this novel for the long ten years. For those who have been following Artyom's adventures from the very beginning, Metro 2035 will deliver the concluding powerful part of the saga, with the ultimate part of the puzzle that can't be found anywhere else. For the new readers, Metro 2035 will become an excellent introduction into this unique fiction universe that has millions of fans across the world. * * * Dmitry Glukhovskiy's METRO novels have already sold millions of copies in 37 languages. They have also become a basis of cult video games 'Metro 2033' and 'Metro Last Light', and the film rights were optioned by a Hollywood studio. * * * Behind the tense plot and the dark ambience of Metro 2035, there's yet another level: that of social dystopia and political satire. Metro metaphorically paints a pitiless picture of today's Russia, that is being overcast again by the dark shadows of its gruesome past. Do Russians need freedom? Do they want a war? Can they survive without an enemy? Who's to blame and can anything be done about it? Eternal questions. Fresh answers.

Apollo's Warriors Michael E. Haas 1998-05 Presenting a fascinating insider's view of U.S.A.F. special operations, this volume brings to life the critical contributions these forces have made to the exercise of air & space power. Focusing in particular on the period between the Korean War & the Indochina wars of 1950-1979, the accounts of numerous missions are profusely illustrated with photos & maps. Includes a discussion of AF operations in Europe during WWII, as well as profiles of Air Commandos who performed above & beyond the call of duty. Reflects on the need for financial & political support for restoration of the forces. Bibliography. Extensive photos & maps. Charts & tables.

Cyberpunk Red Jumpstart Cody Pondsmith 2019-07-30 A starter box for the Cyberpunk RPG line. Everything you need to play the game.

Barbarians of the Aftermath Nathaniel Torson 2010-08-10 Barbarians of the Aftermath is a setting expansion for the Barbarians of Lemuria RPG, although fans of Post-Apocalyptic fiction will find a good deal that is useful for other systems as well. With this book you can create any Post-Apocalyptic setting you can

imagine; a realistic near future aftermath, a setting filled with all manner of science fantasy weirdness or anything in between, upside down or sideways. From Alien Invasion to Zombie Apocalypse, BotA will provide you with an A-Z of rules designed to help you simulate any future fantasy environment.

The CRPG Book: A Guide to Computer Role-Playing Games Felipe Pepe 2019-09 Reviews over 400 seminal games from 1975 to 2015. Each entry shares articles on the genre, mod suggestions and hints on how to run the games on modern hardware.